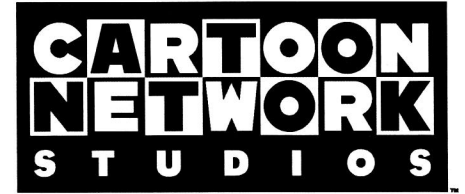




“Walnuts & Rain”

1025-193

Original Board



ate 05/14/14

- ☒ Board Team Final 05/14/14
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Tom Herpich

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

EPISODE # 1025-193

Production :

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

BLACK

Sc.	Pnl.	Bg.	day	night

FADE
IN

Dialog:
Action:
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 2



Sc. 1 Pnl. A Bg.

Dialog:	(F:) OS (coming into earshot) ... and when that salsa cloud had you by the tail...
Action:	
Timing:	

EPISODE #

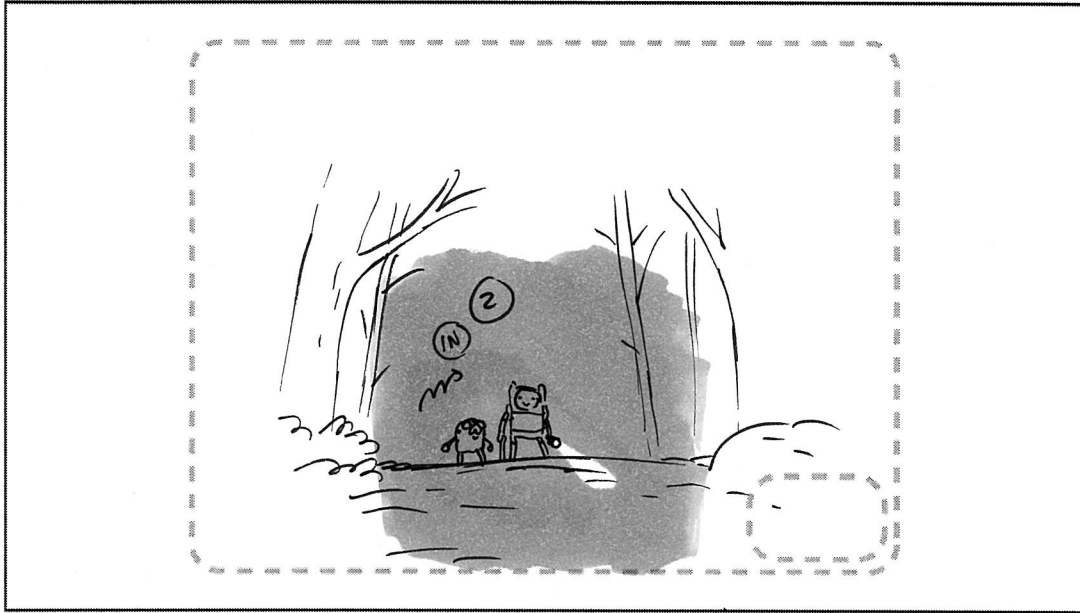
Production :

1025-193

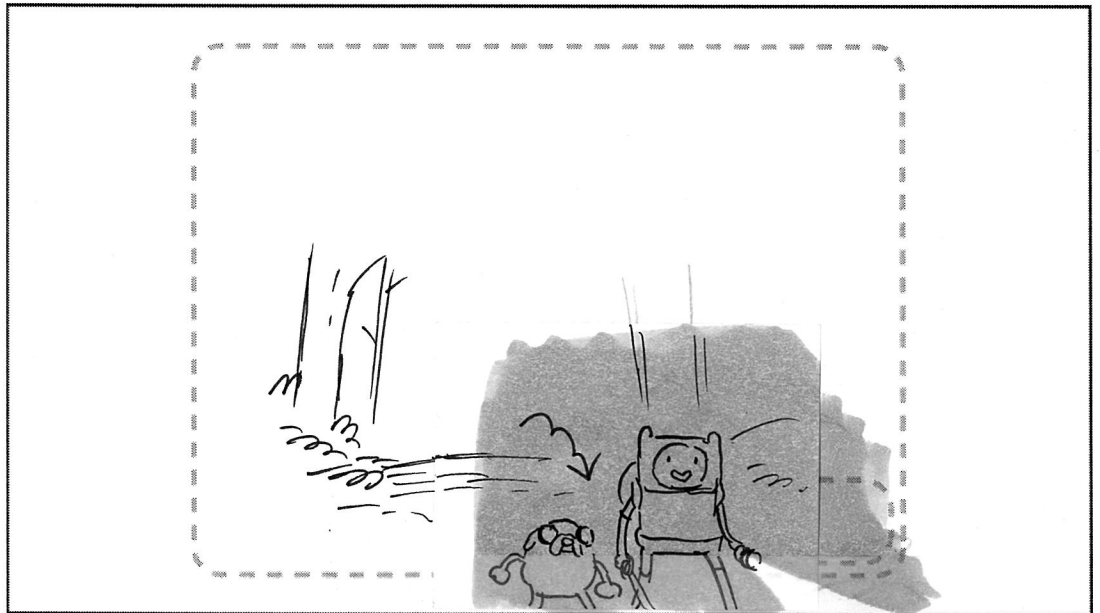
ADVENTURE TIME



Sc. 1 Pnl. B Bg. day night



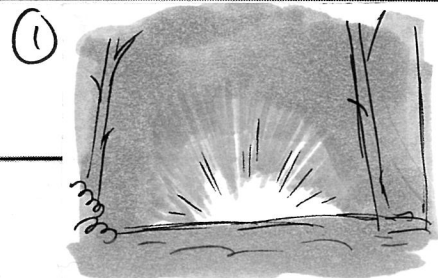
Sc. 1 Pnl. C Bg. day night



Dialog: (J:) *haha* yeah - and I swung him around into that golden cactus? ...

(F:) *haha* man, that was algebraic.

Action: -Finn's flashlight makes a corona effect before coming into view



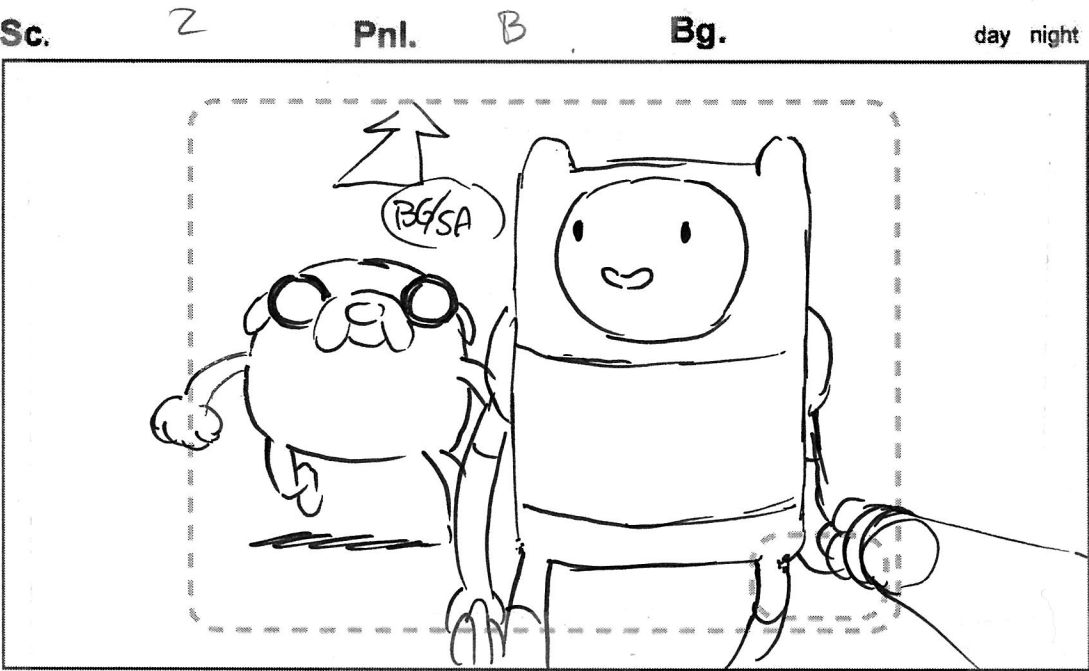
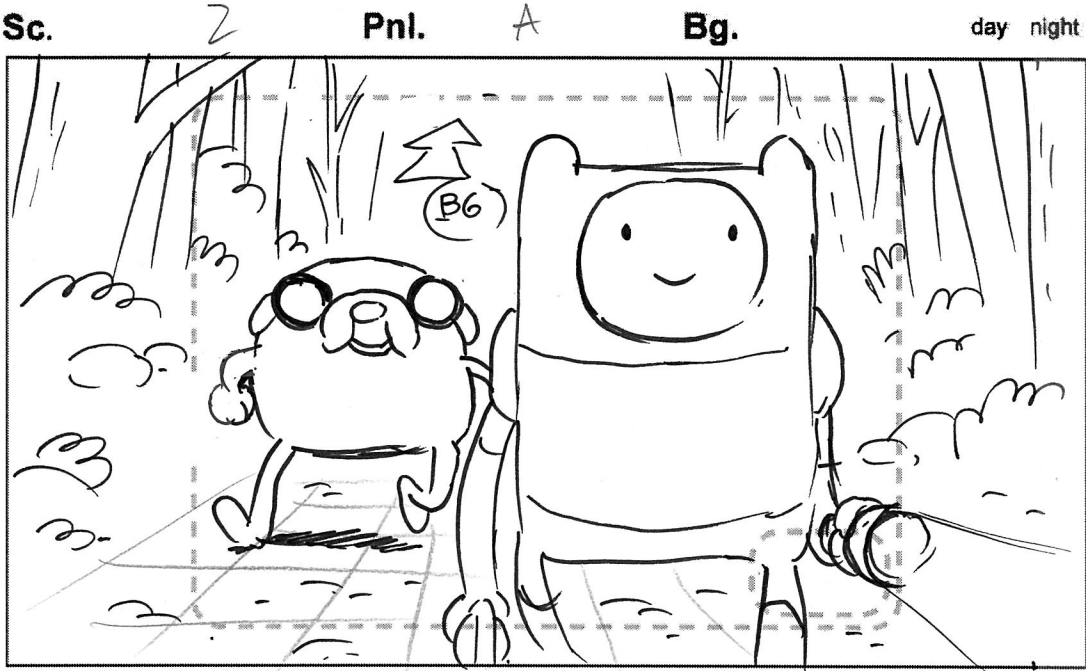
Timing:

EPISODE #

1025-193

Production :

ADVENTURE TIME



Dialog:	(J:) *haha* yeah man- that adventure was <u>TIGHT</u> .	(F:) yeah!
Action:		
Timing:		

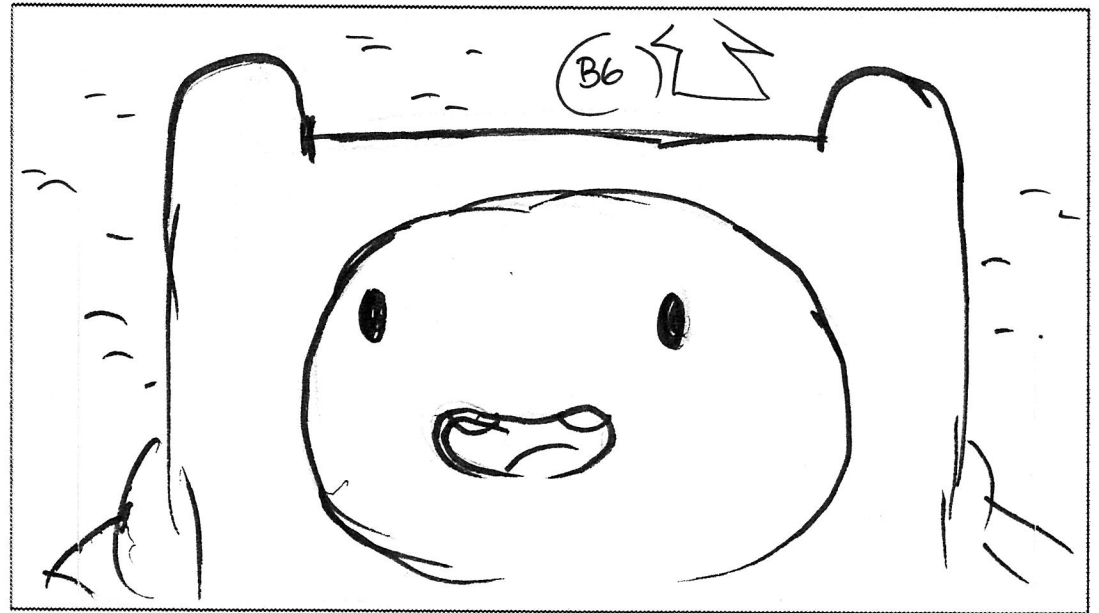
EPISODE # 1025-193
Production :



Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:	(J:) I can't wait to get back home though!	(F:) Yeah, me too!
Action:		
Timing:		

EPISODE #

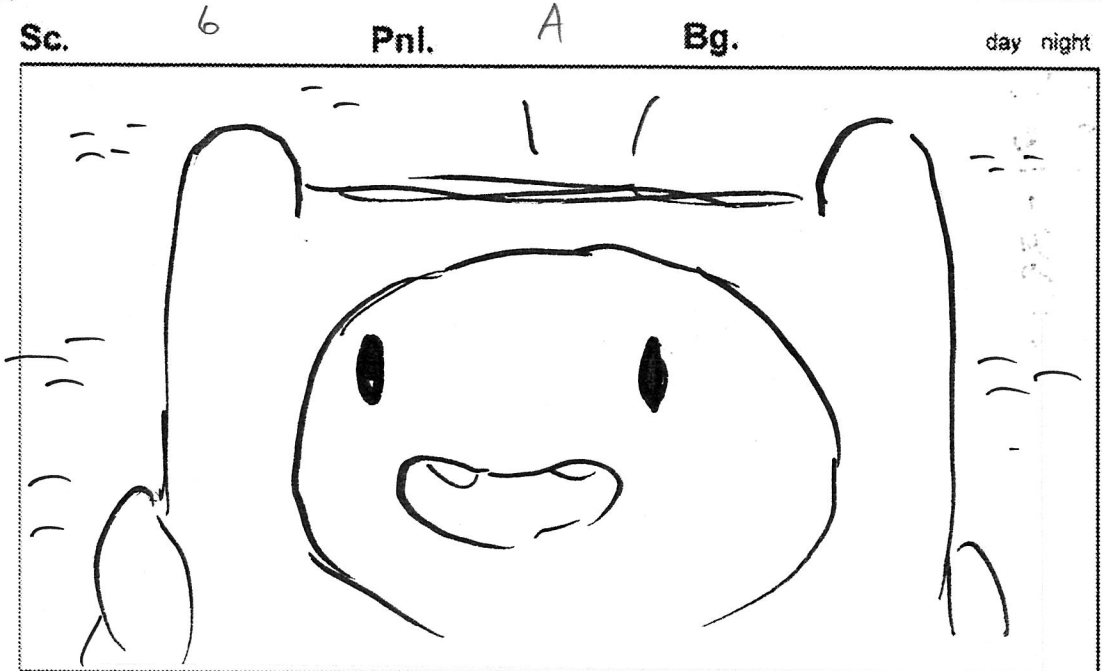
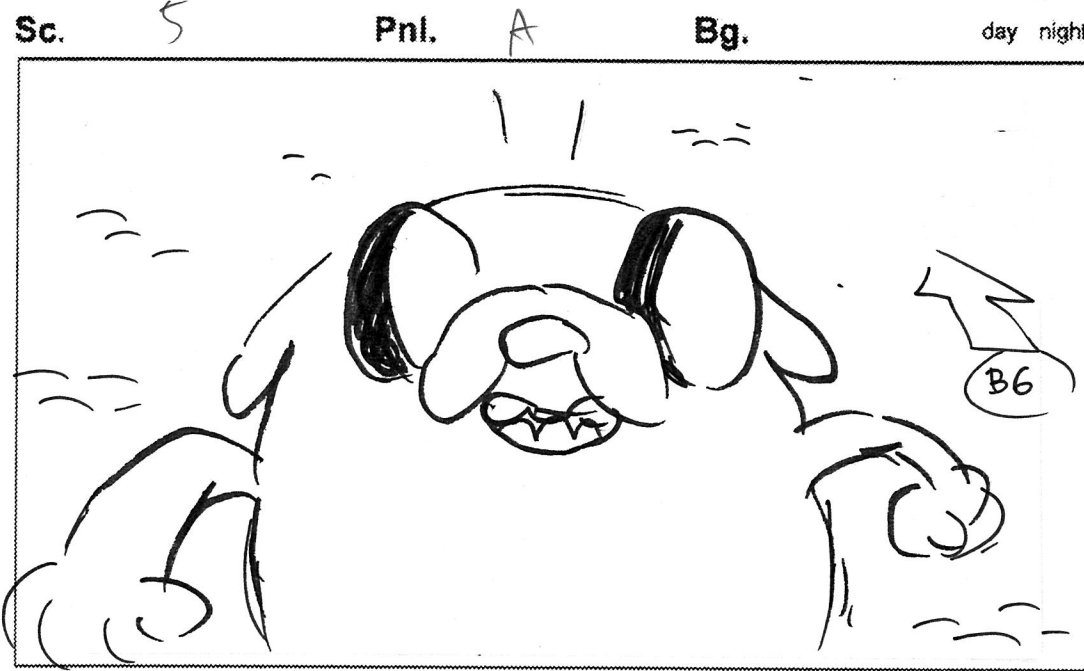
1025-193

Production :

ADVENTURE TIME



Page 6



Dialog:	(J:) I need some SLEEP!	(F) → with Nepttr on
OVERLAP	(F:) I'm gonna play some	BMO for an
Action:	Battle Wars →	hour -
Timing:		

1025-193

EPISODE #

Production :

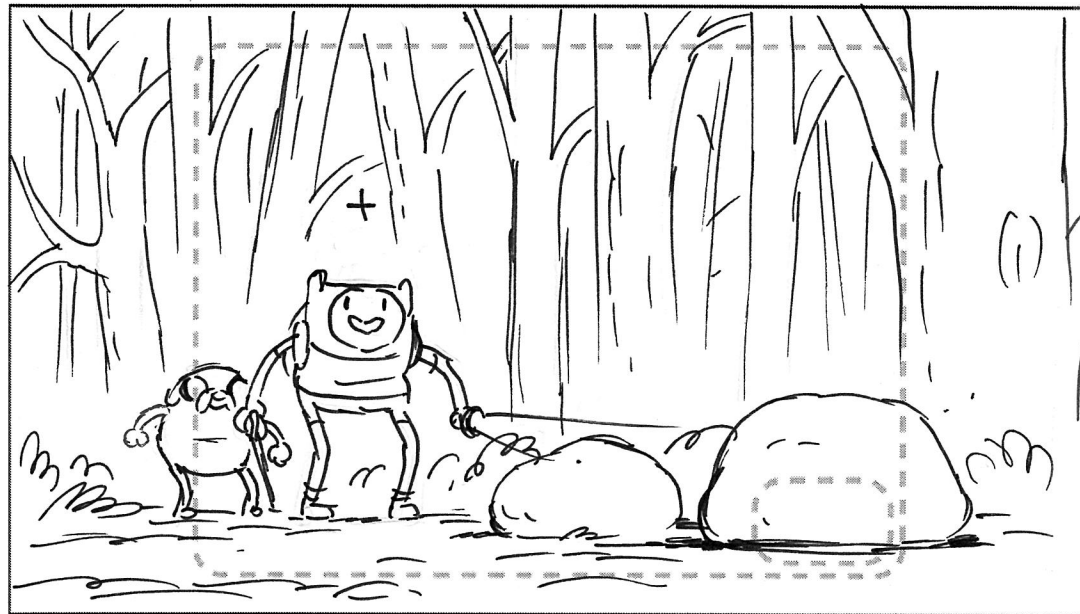
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be reused for any purpose, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

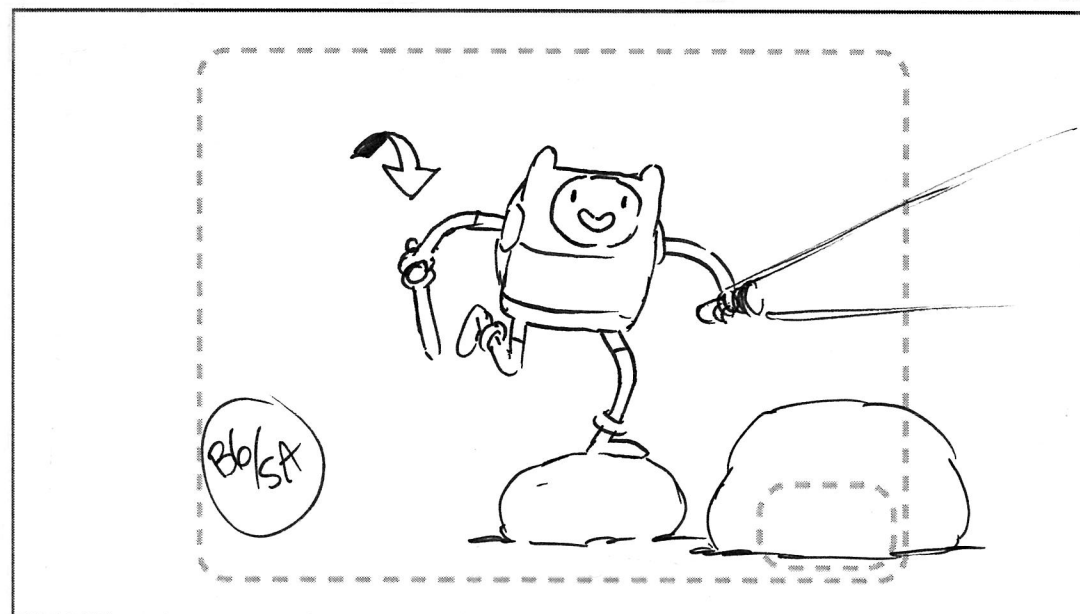


Page 7

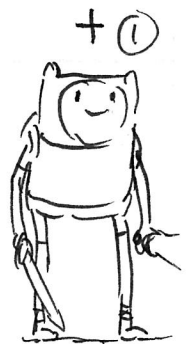
Sc. 7 Pnl. A Bg. day night



Sc. 7 Pnl. B Bg. day night



Dialog: (F) → then work on that flyer for PB's laser recital, →

Action:  + ①

Timing:

- Finn hops happily from stone to stone.

1025-193

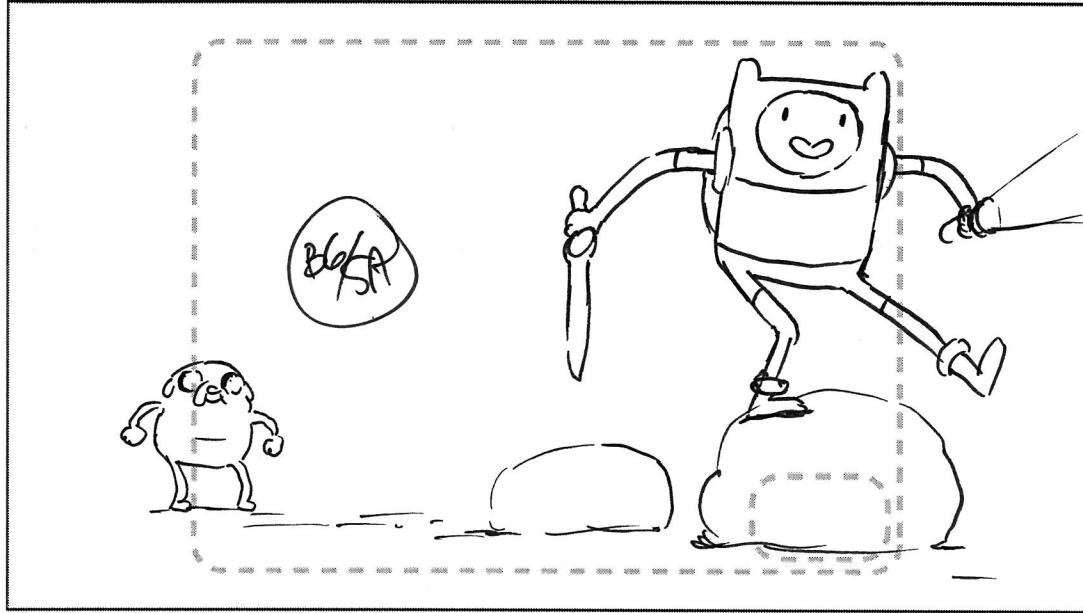
EPISODE #

Production :

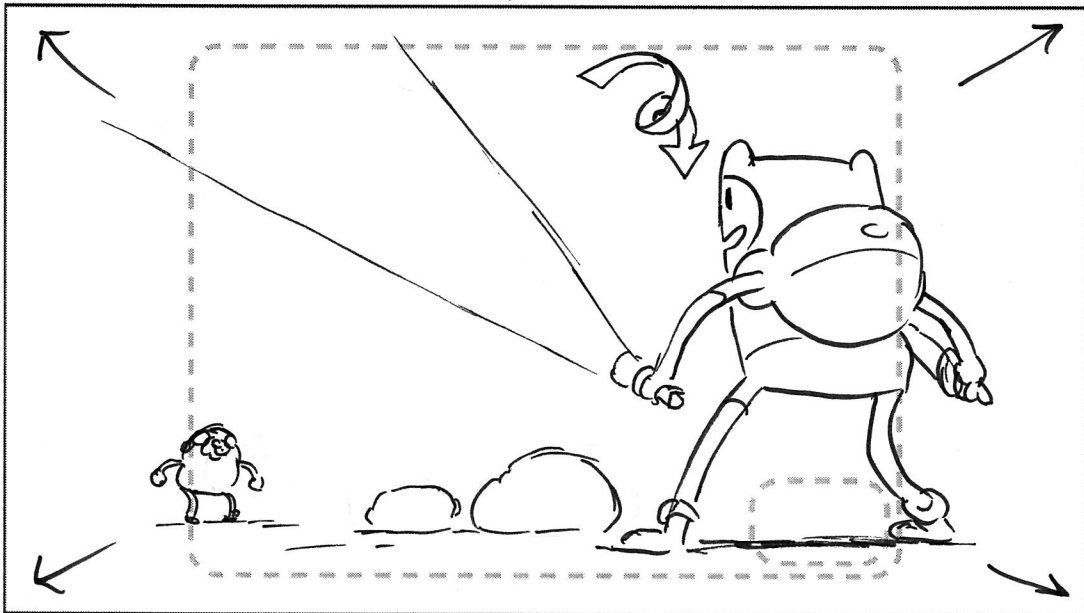
ADVENTURE TIME



Sc. 7 Pnl. C Bg. day night



Sc. 7 Pnl. D Bg. day night



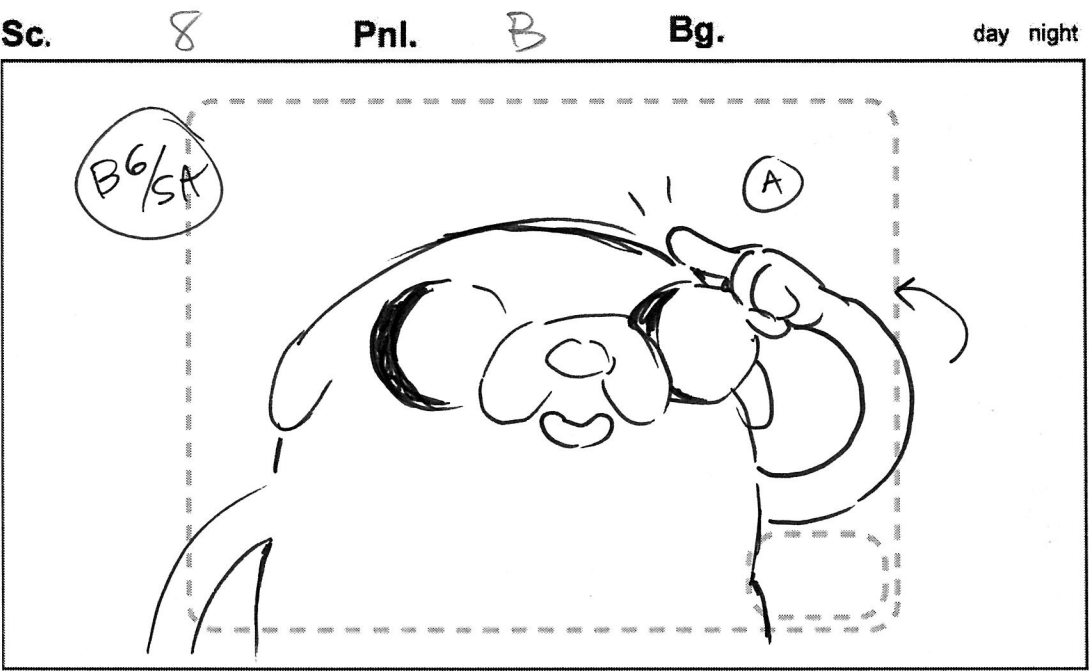
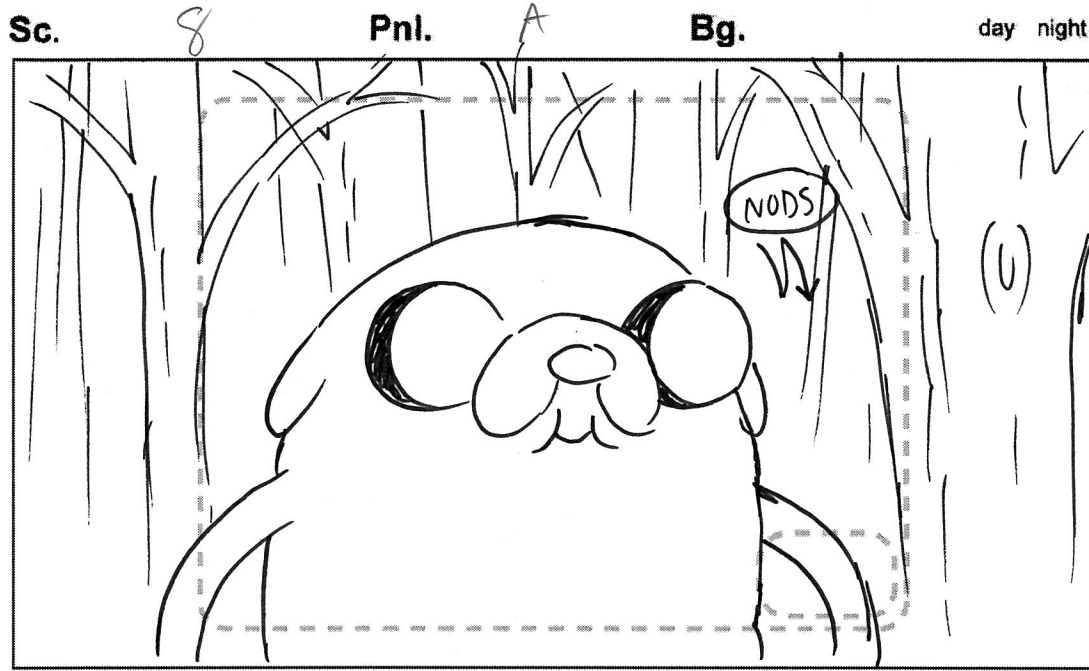
Dialog:	(F:) → and catch up on my correspondence with my penpal Danny Gladiolas, →	(F:) → from over in Maryville.
Action:	- Finn spins while jumping down from rock.	
Timing:		

EPISODE #

1025-193

Production :

ADVENTURE TIME



Dialog:

(J) Great minds .

Action:

(A) (B) (A)

Timing:

EPISODE #

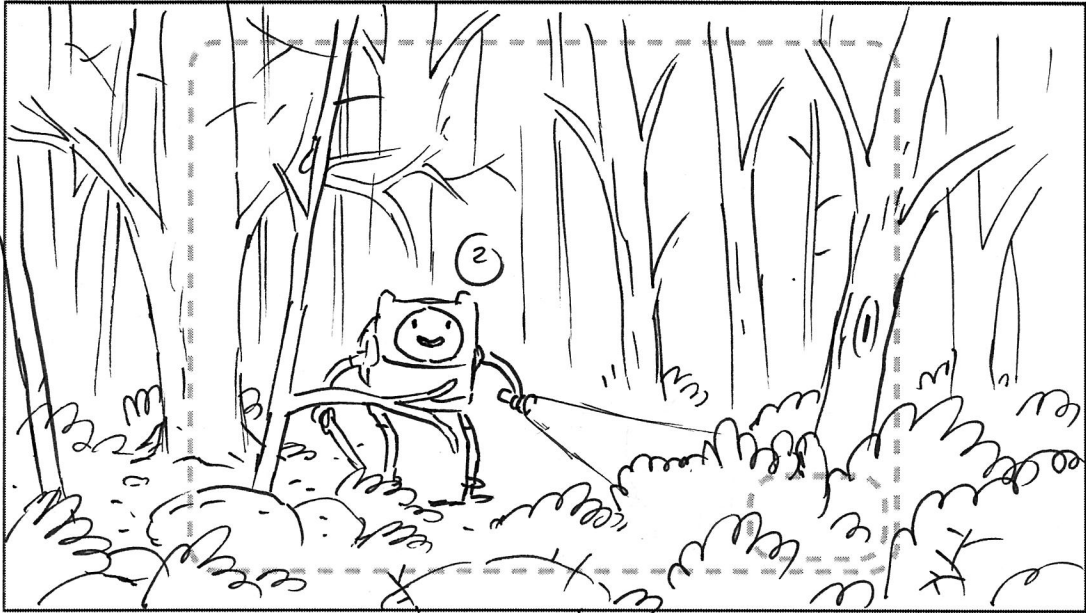
Production :

1025-193

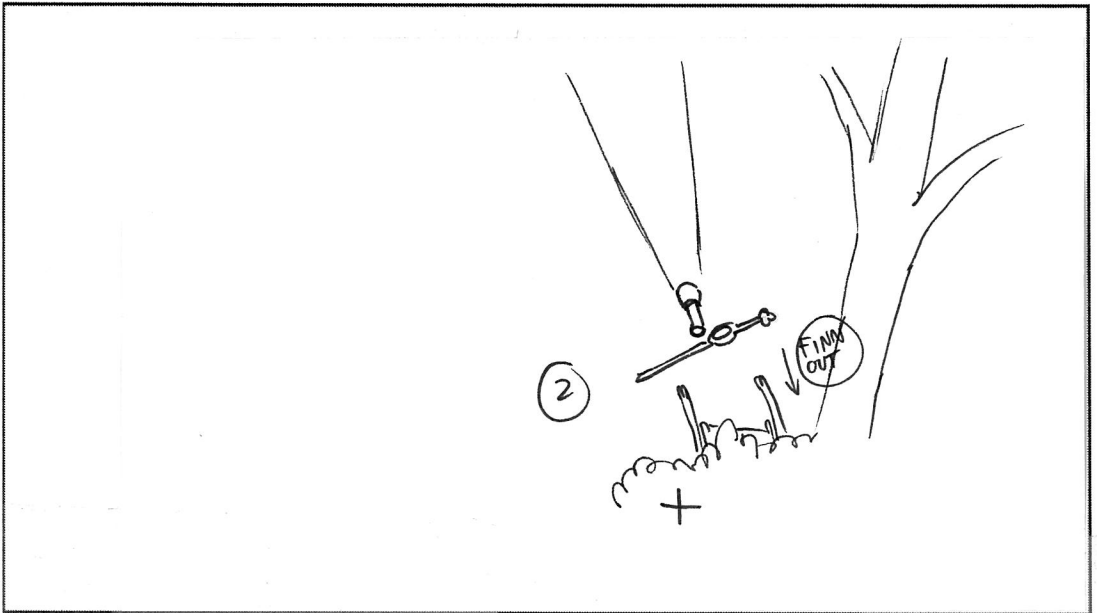
ADVENTURE TIME



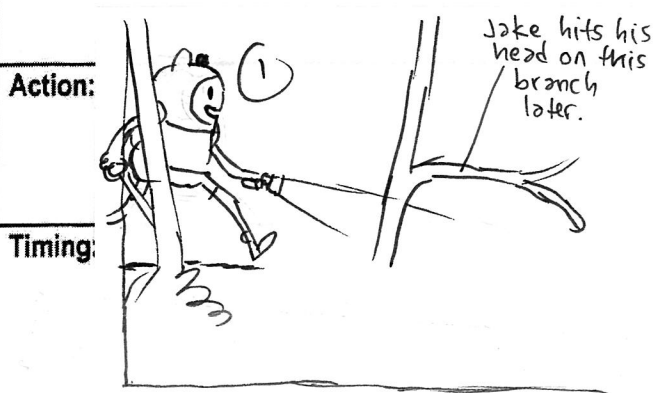
Sc. 9 Pnl. A Bg. day night



Sc. 9 Pnl. B Bg. day night



Dialog: (F:) (1) And then (2) next what I'm gonna do → (F) → is I'm gonna *WHOO!* *



EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

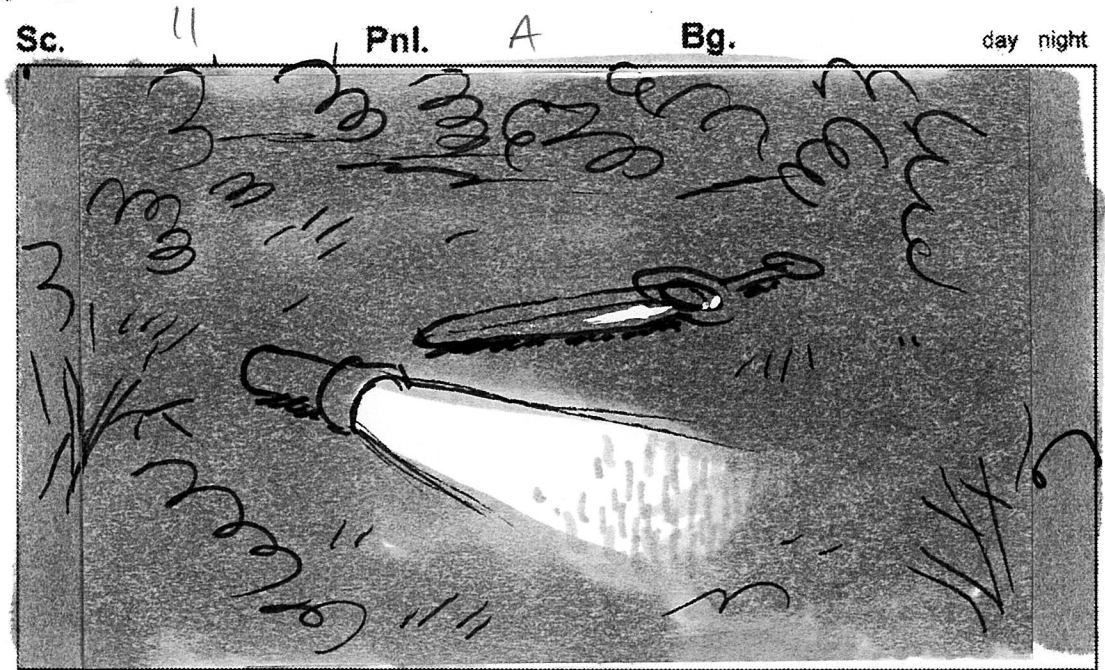
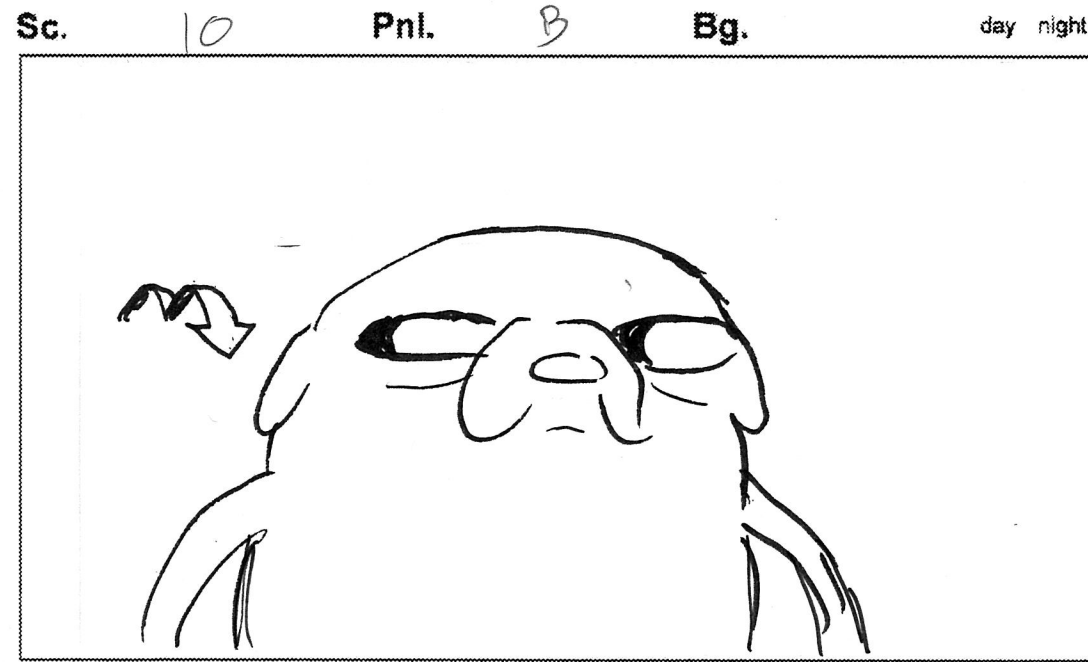
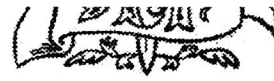
Sc. 10 Pnl. A Bg. day night

Dialog:	(J:) Finn?
Action:	
Timing:	

EPISODE #

Production :

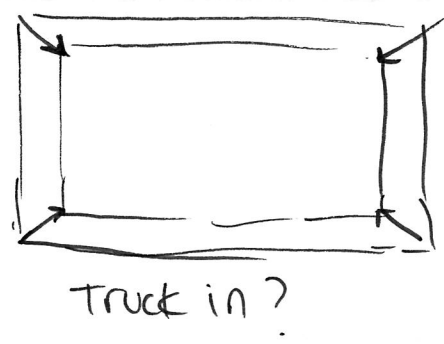
1025-193



Dialog:

Action: - Jake examines the spot where Finn disappeared.

Timing:



ADVENTURE TIME



Page 13

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
12	A			

Dialog:	<p>(J:) FINN!</p>
Action:	
Timing:	

EPISODE #

1025-193

Production :

ADVENTURE TIME



Sc. 12 Pnl. B Bg. day night

Sc. 13 Pnl. A Bg. day night

Dialog:	
Action:	<p>- Jake runs off screen</p>
Timing:	<p>(J:) * huff puff running sounds *</p>

EPISODE #

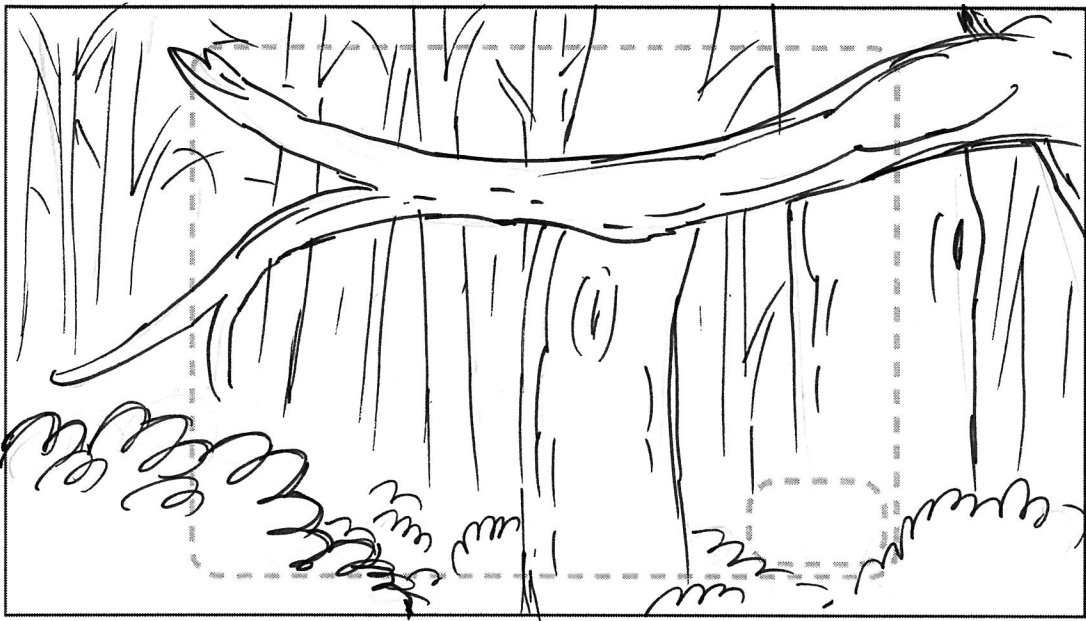
Production :

1025-193

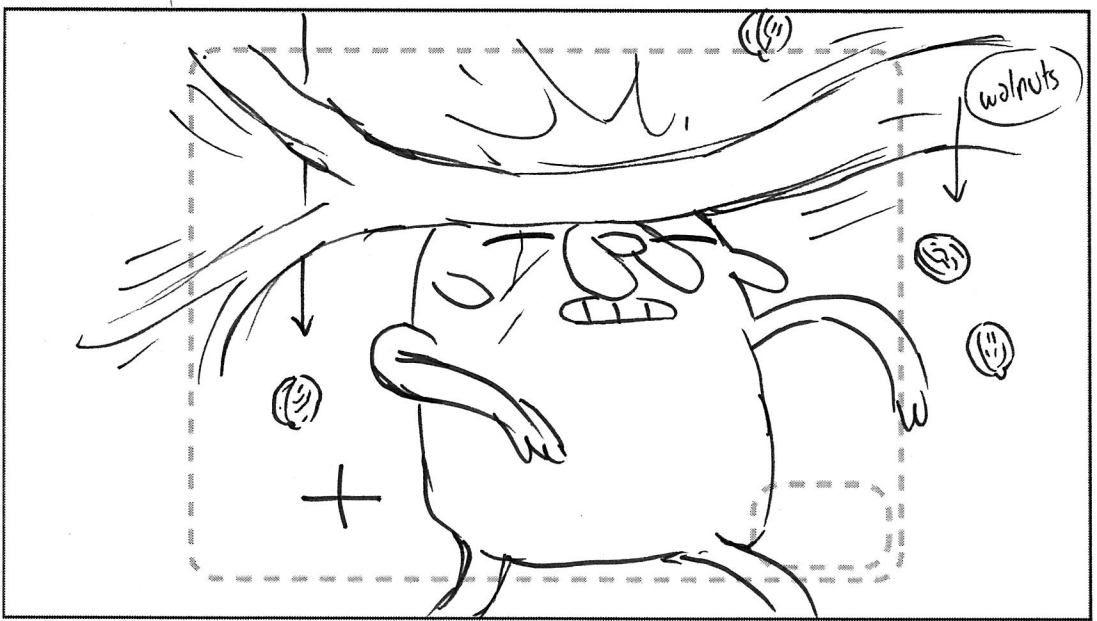
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:		
Action:		
Timing:		

(Behind Bush)

(J:) Fi-- *CRACK!*

- Jake hits his head on a branch it was too dark to see.
- The impact knocks walnuts from the tree.

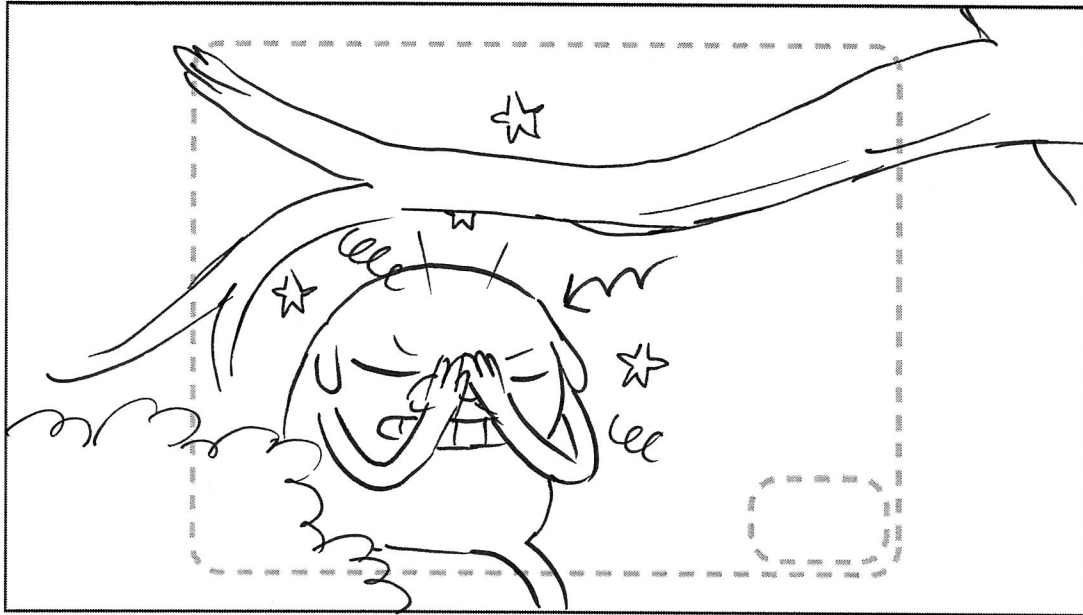
EPISODE # Production :

1025-193

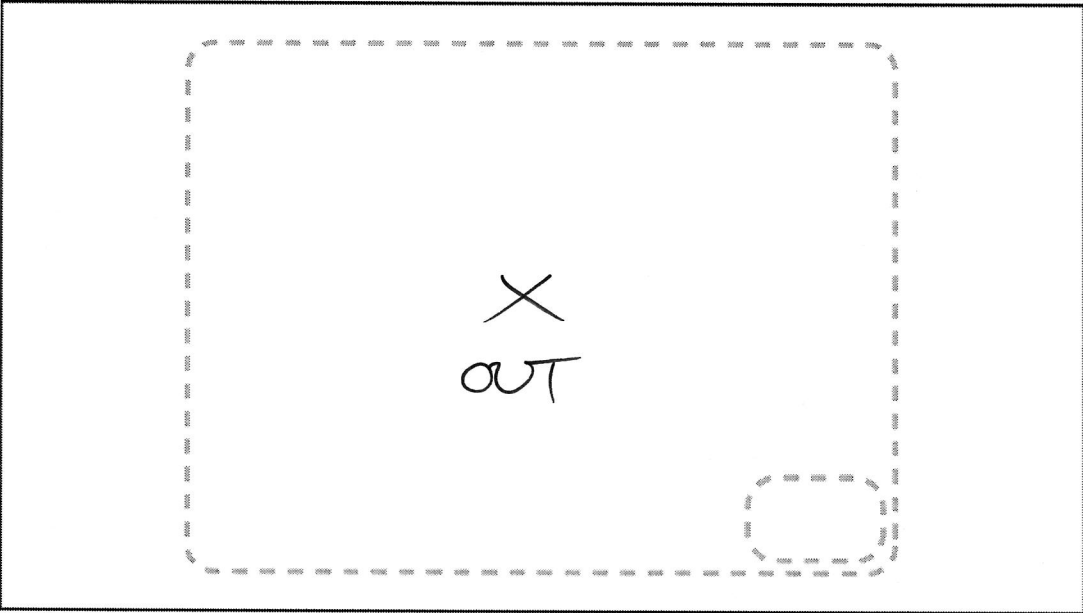
ADVENTURE TIME



Sc. 14 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - Jake reels back in pain
Timing:

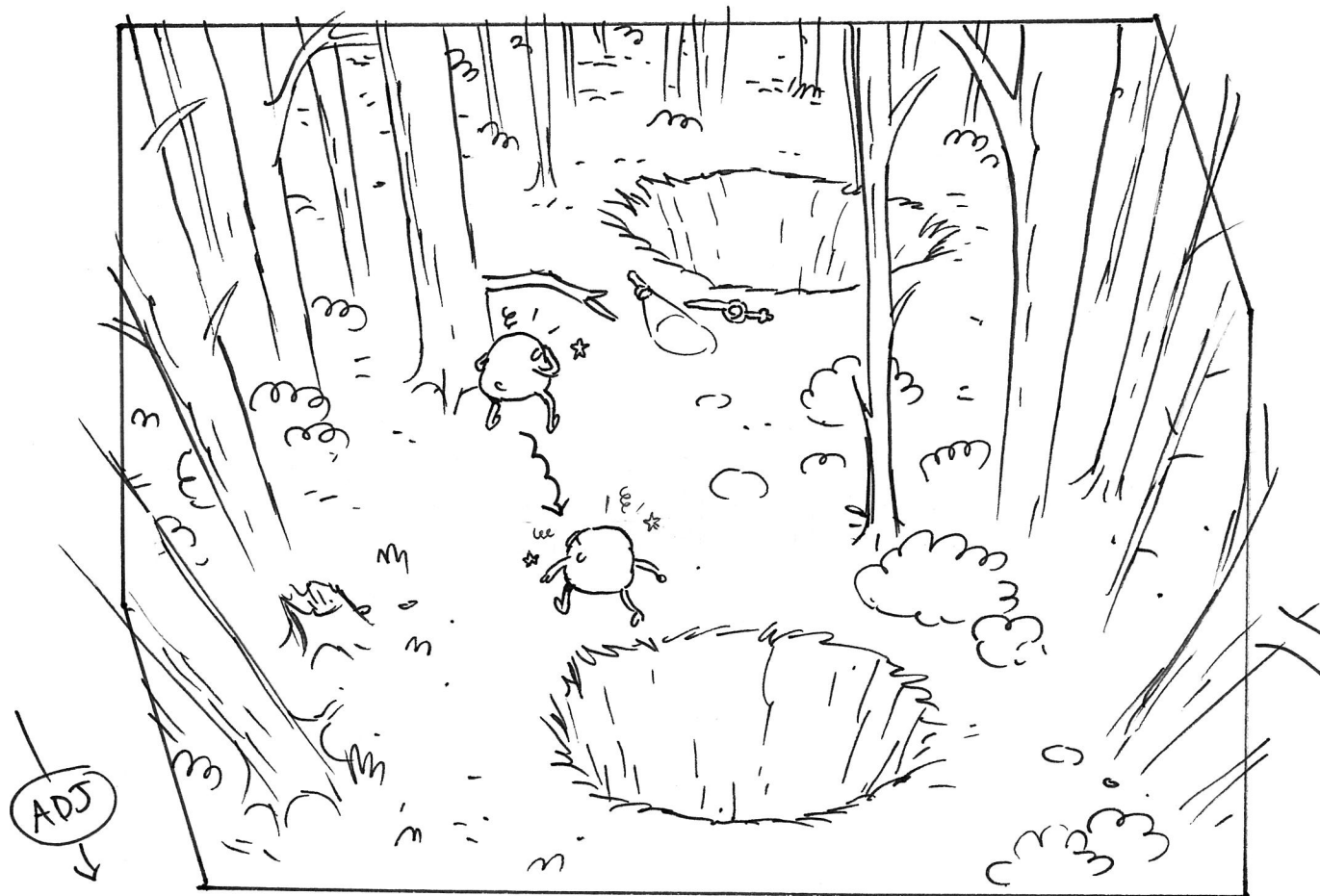
EPISODE #

Production :

1025-193

Sc. 15

Pnl. A



ADJ

DIALOG:

(J:) *woozy sounding*
(losing consciousness)

- Jake stumbles backward
dizzily, losing
consciousness.

1025-193



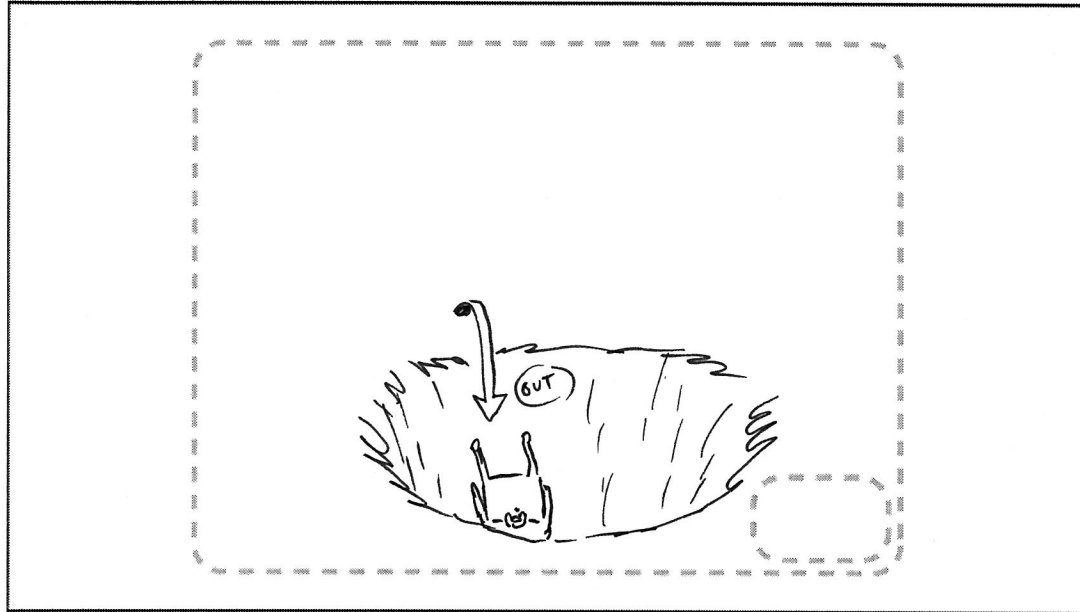
Jake sways
with each step

ADVENTURE TIME

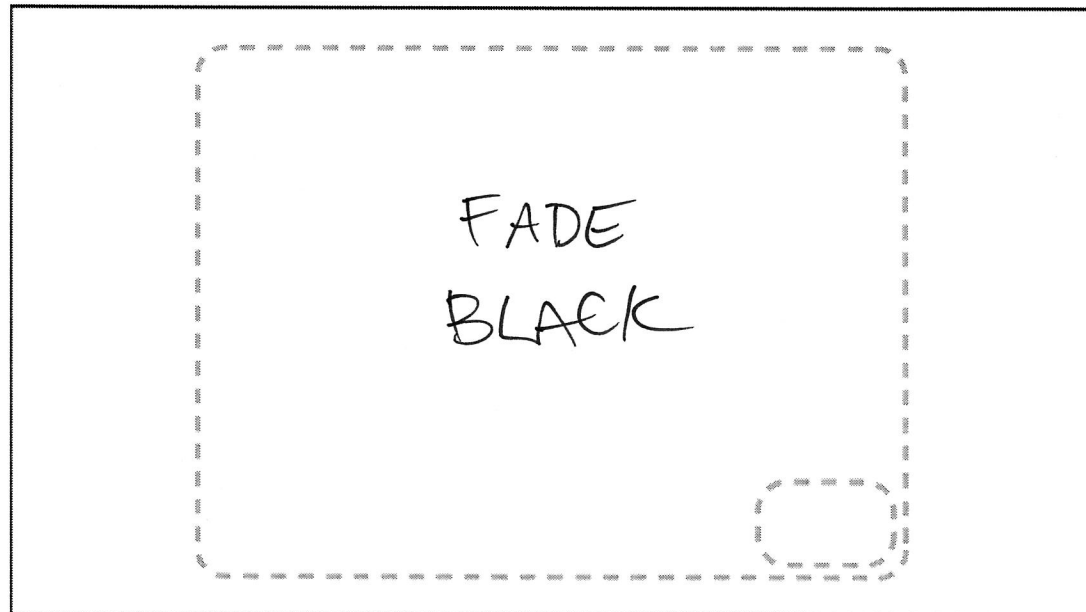


Page 18

Sc. 15 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(J:) * fainting noise *

Action:

- Jake loses consciousness and falls into the hole.

Timing:

EPISODE #

Production :

1025-193

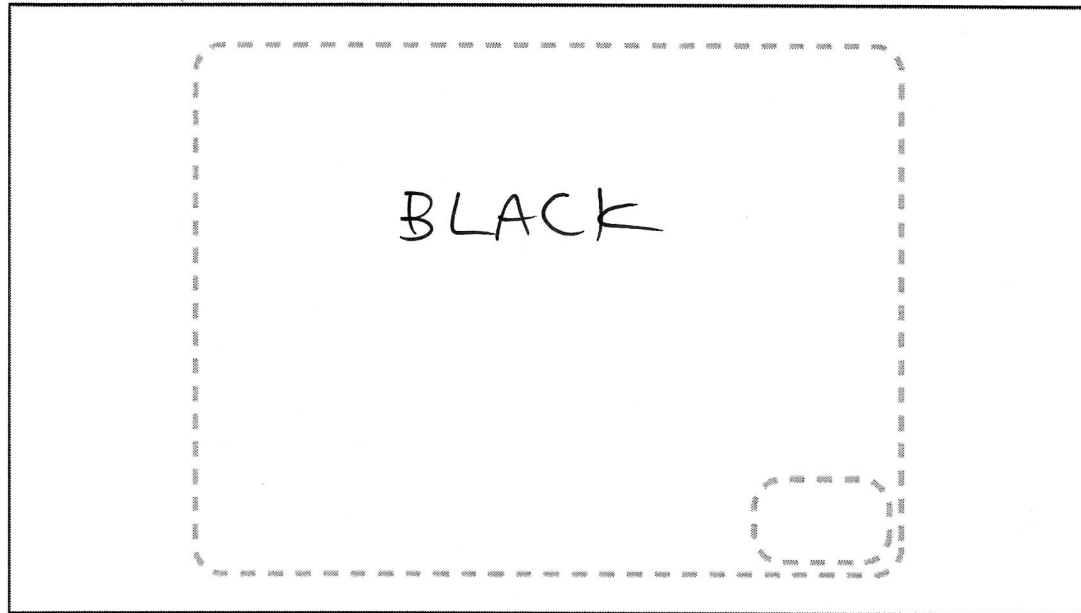
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

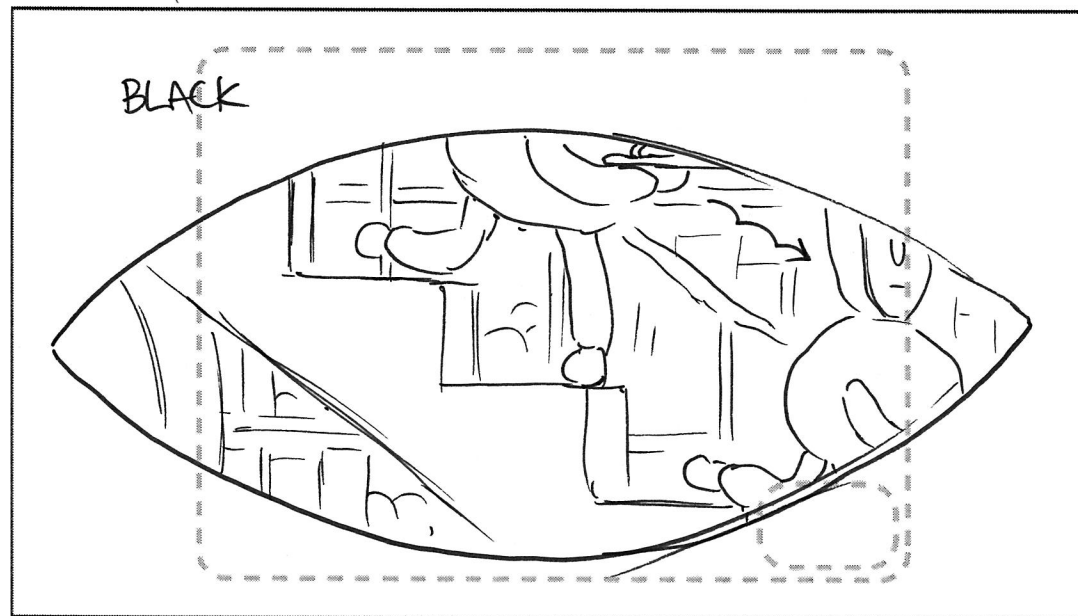


Page 19

Sc. 16 Pnl. A Bg. day night



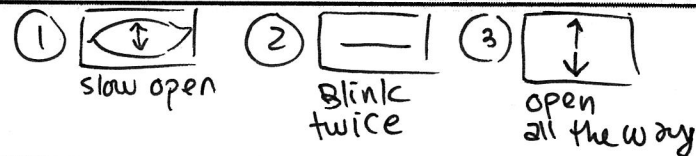
Sc. 16 Pnl. B Bg. day night



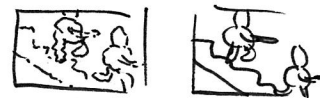
Dialog:

(SFX:) * creak creak creak creak →
(stairway descending)

Action:



Timing:



maybe image is a little blurry when eye first opens, then comes into focus?

EPISODE #

Production :

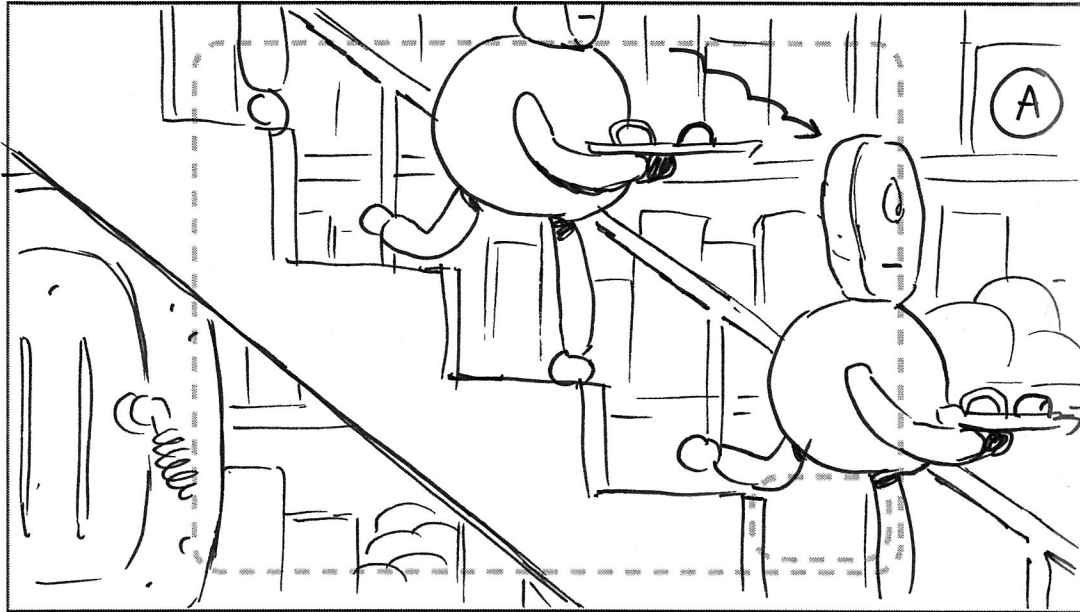
1025-193

ADVENTURE TIME

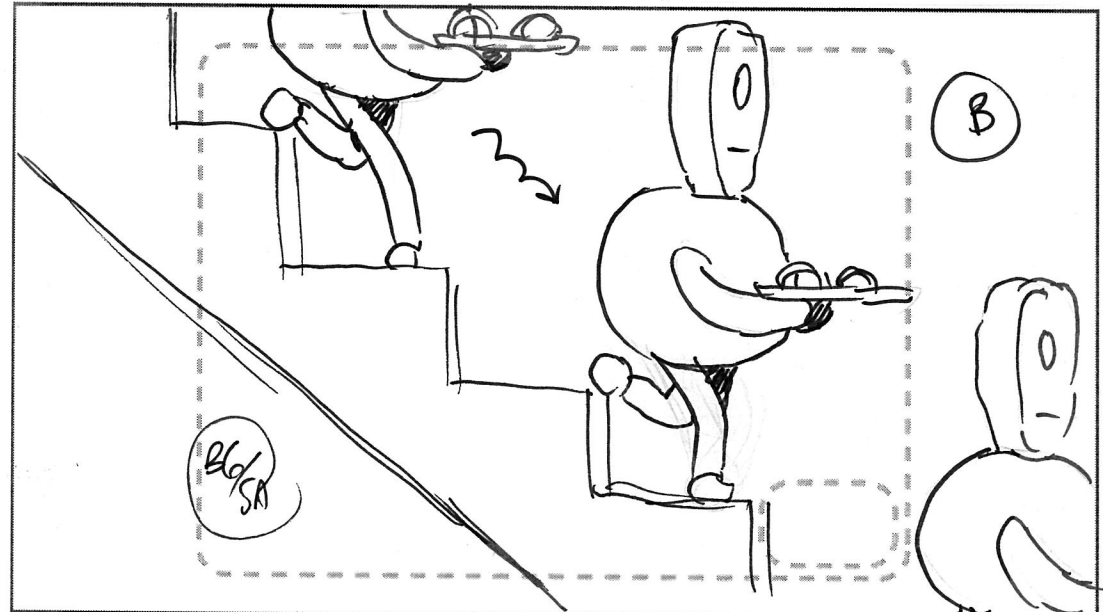


Page 20

Sc. 16 Pnl. C Bg. day night



Sc. 16 Pnl. D Bg. day night



Dialog:

(SFX:) → * creak creak creak →

Action:

- Food men with empty trays descend stairs in a continuous loop.

Timing:

EPISODE #

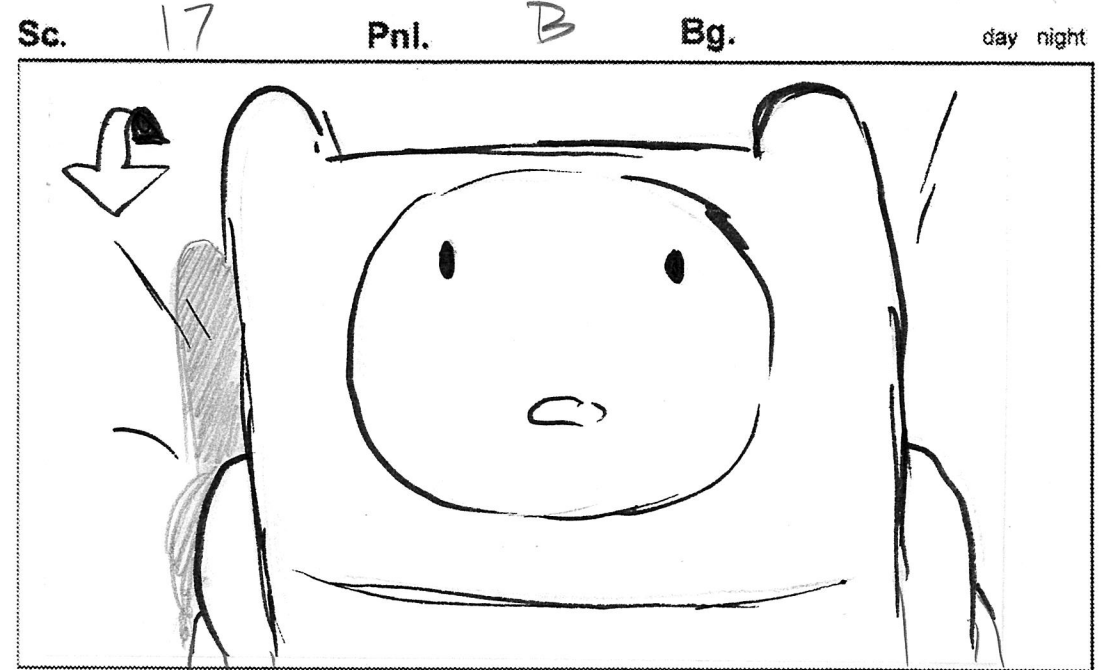
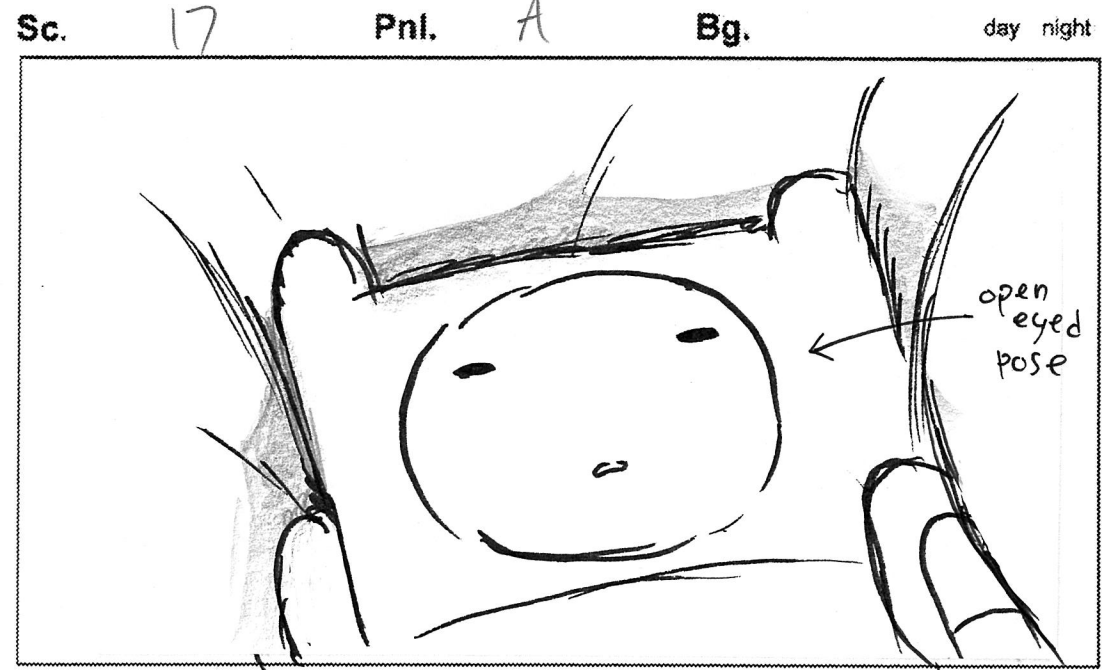
1025-193

Production :

ADVENTURE TIME



Page 21



Dialog:		* BLINK BLINK *		(F:) (to self) what the...?	
Action:		- Finn regains consciousness			
Timing:					

EPISODE #

Production :

1025-193

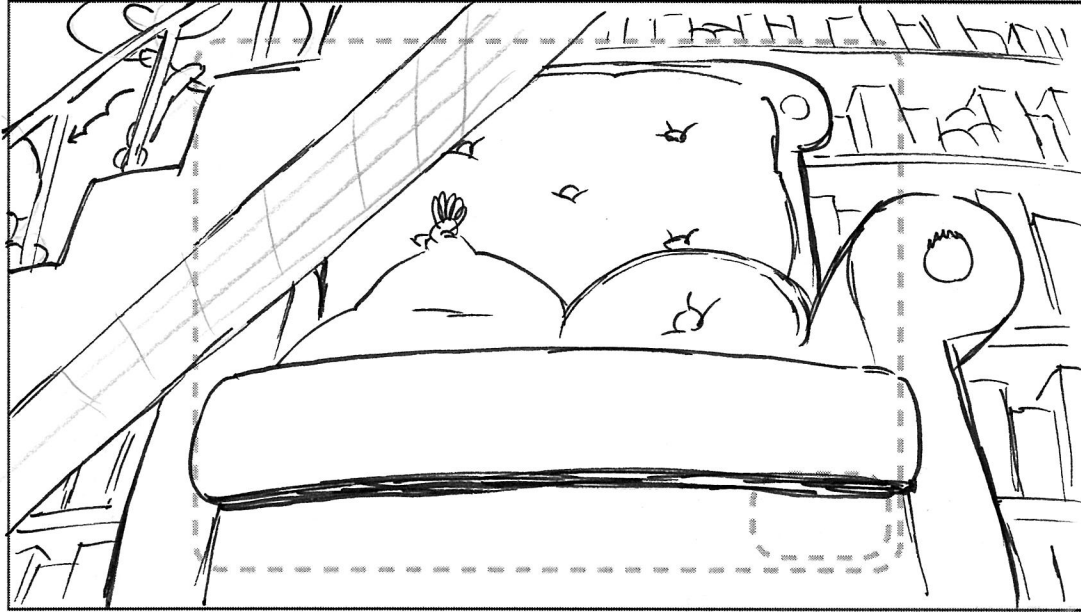
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner, except for production purposes, and may not be used or transferred.

ADVENTURE TIME

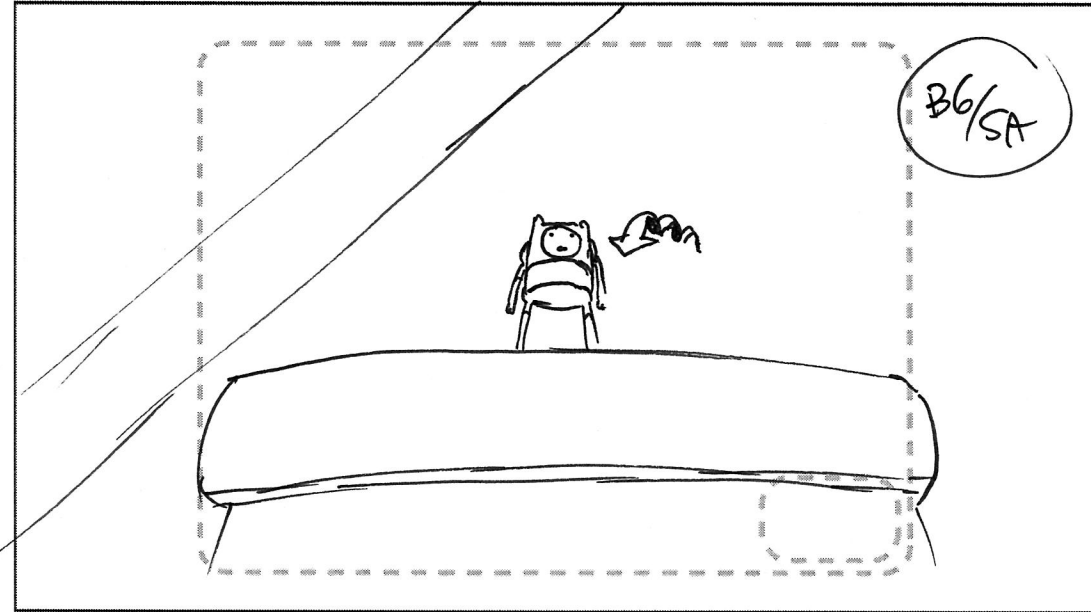


Page 22

Sc. 18 Pnl. A Bg. day night



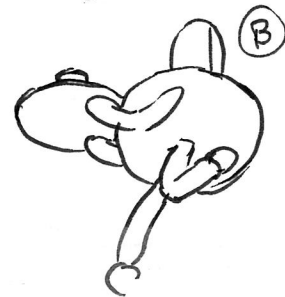
Sc. 18 Pnl. B Bg. day night



Dialog:

Action:

Timing:



-Finn, in awe, walks to edge of seat.



EPISODE #

Production :

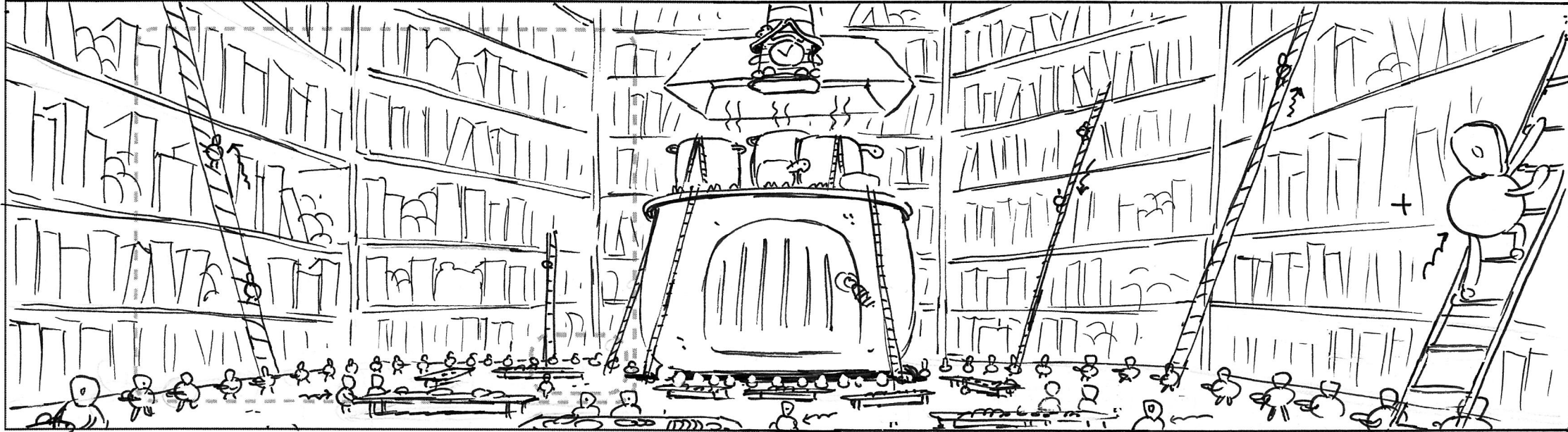
1025-193

ADVENTURE TIME



Page 23

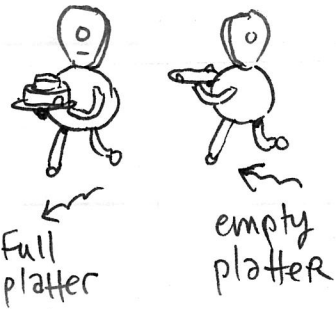
Sc. 19 Pnl. A Bg. day night



Dialog:

← (ADJ) — START

Action:



Timing:

⌚ CLOCK: 10:05

- Parade of food boys march to stove to pick up food
- food boys climb up & down ladders
- FX heat shimmer flows into vent hood.



EPISODE #

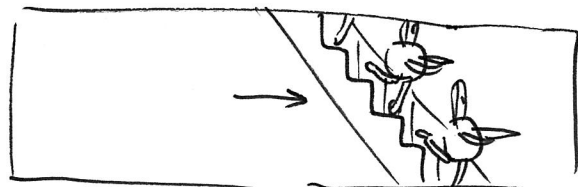
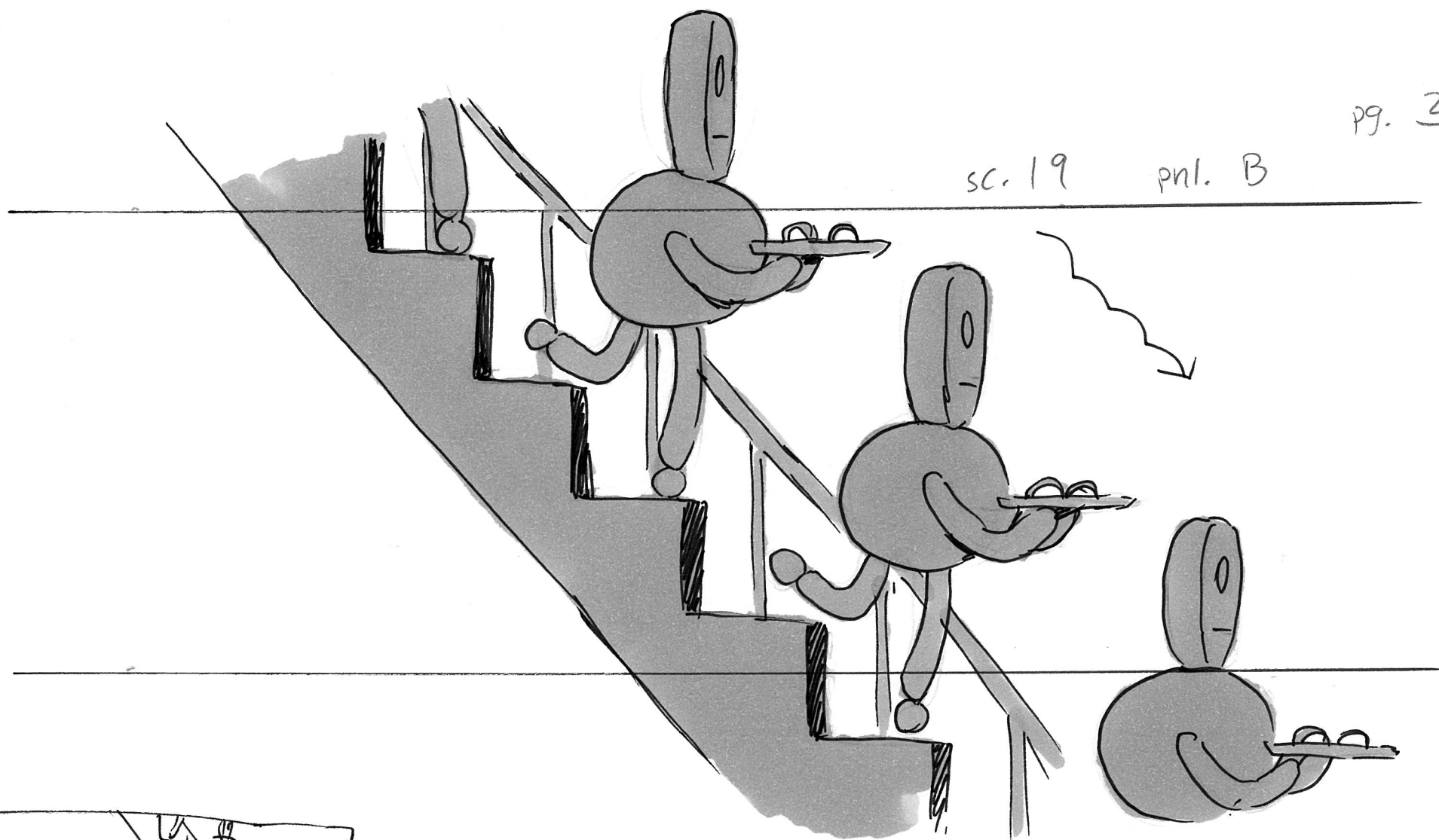
Production :

1025-193

pg. 24

sc. 19

pnl. B

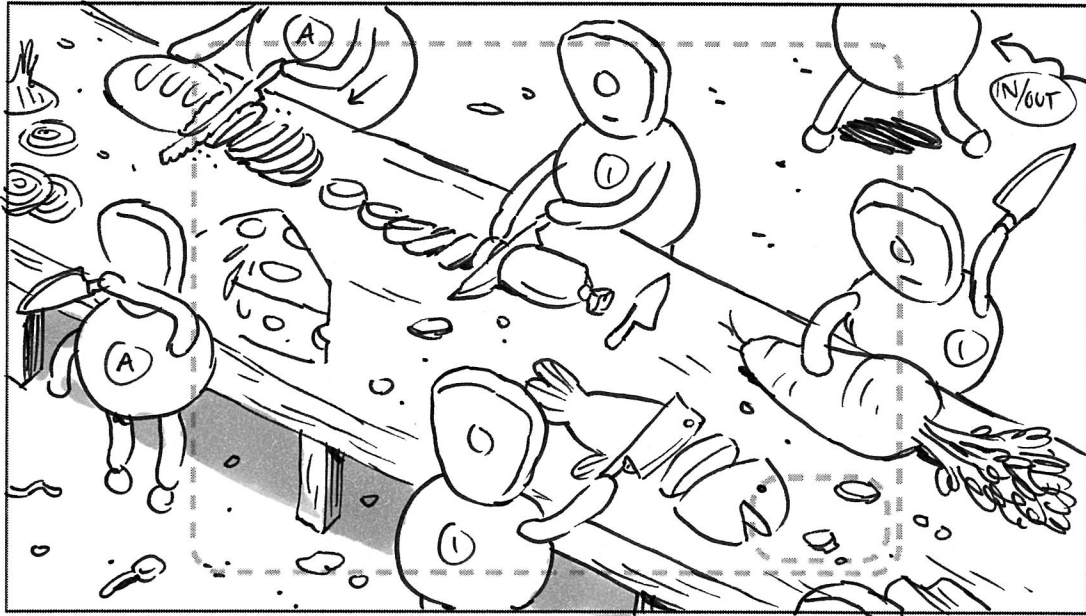


foreground element pans at approx. double bg. speed. Shouldn't obscure even for too long.

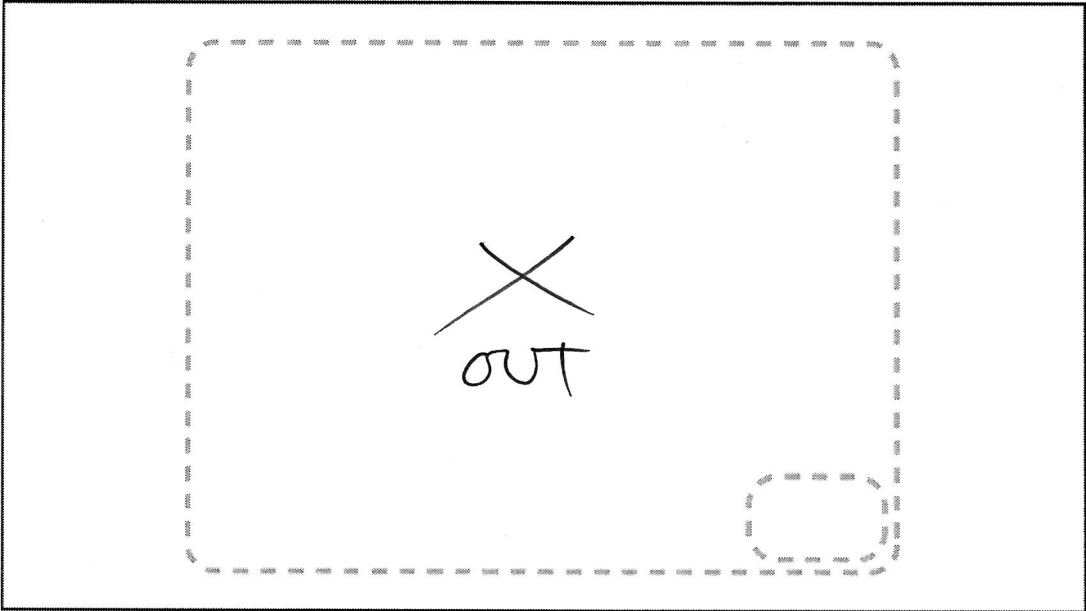
ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

- Food boyz chop and slice food.

Action:

Timing:

EPISODE #

Production :

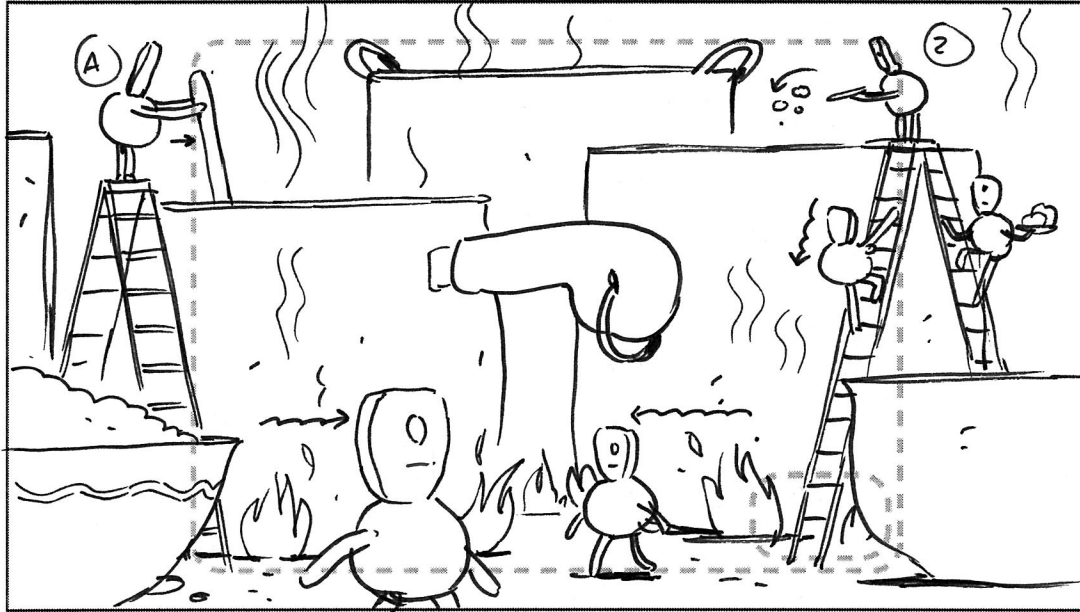
1025-193

ADVENTURE TIME

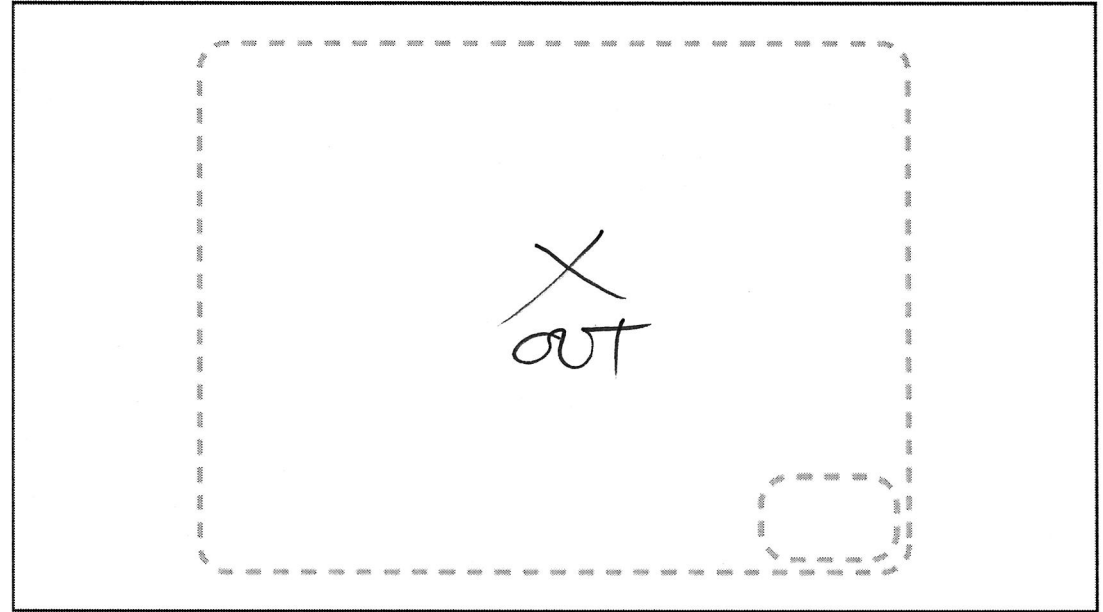


Page 26

Sc. 21 Pnl. A Bg. day night



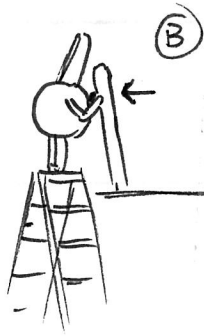
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



FX HEAT SHIMMER
(not animated lines)

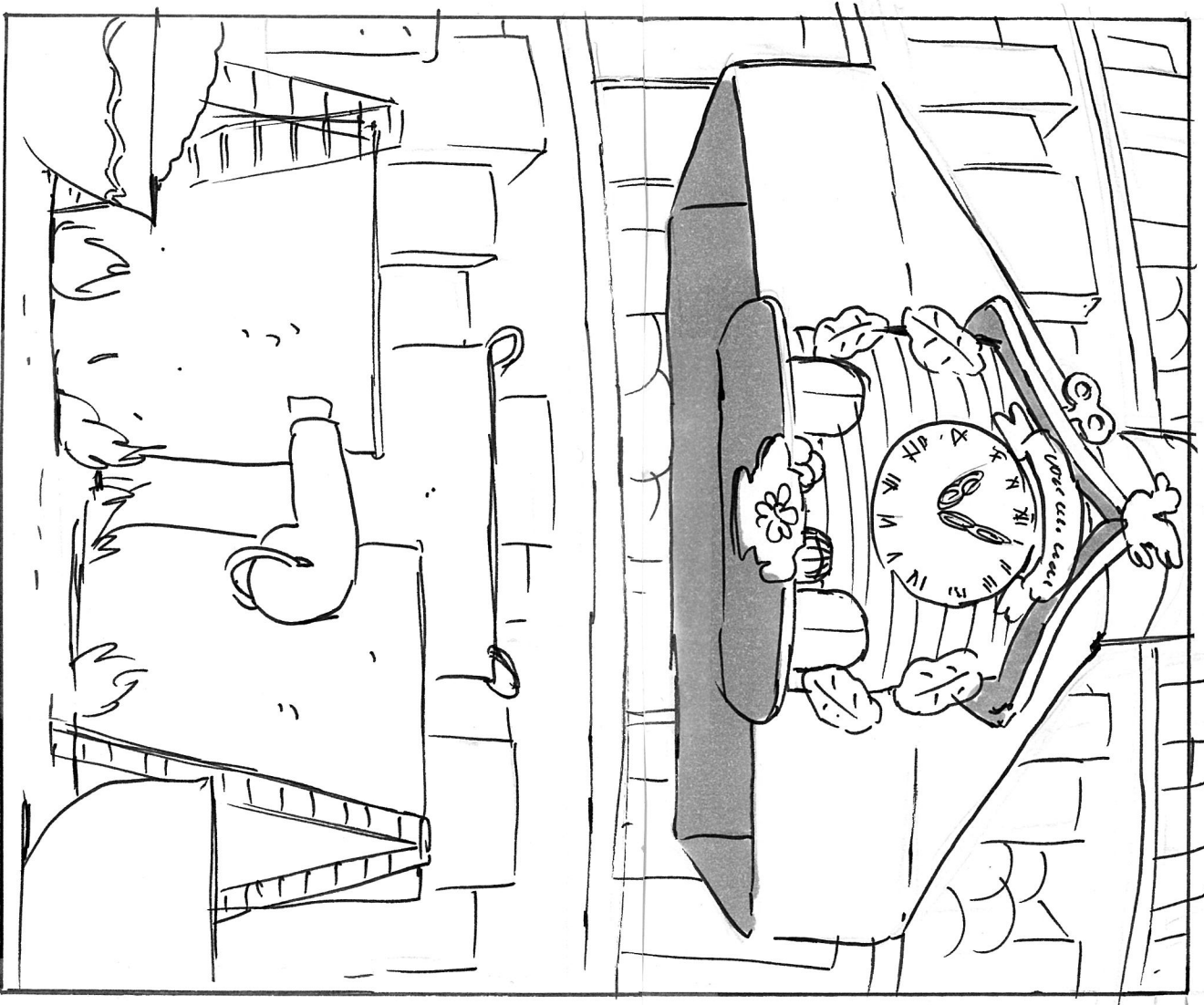
- Food boy stirs pot
- Food boy adds food to pot

EPISODE #

Production :

1025-193

Sc. 21 Pl. B

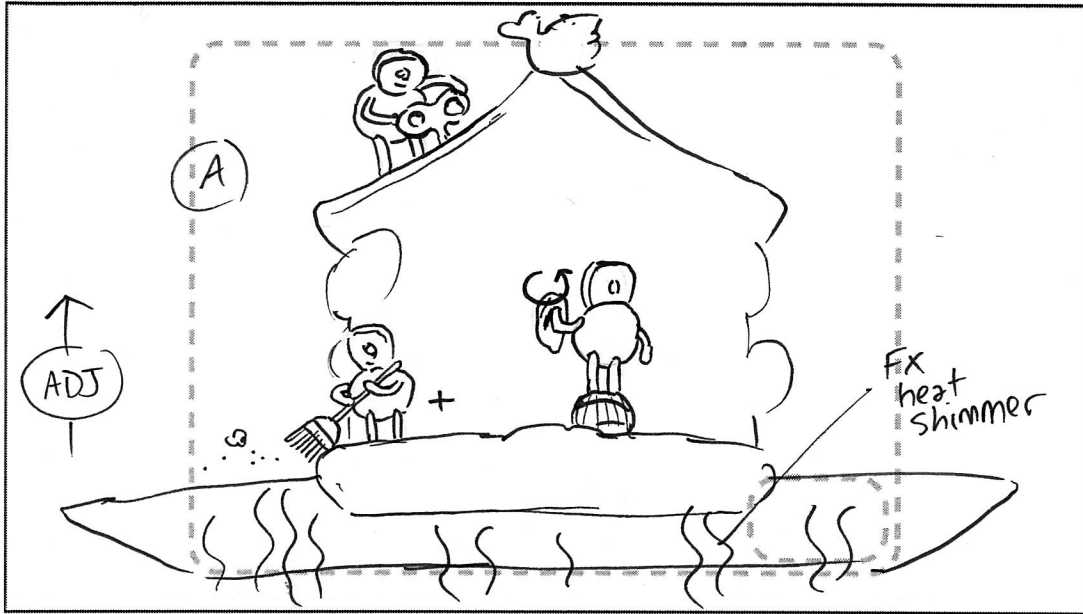


① Clock: 10:05

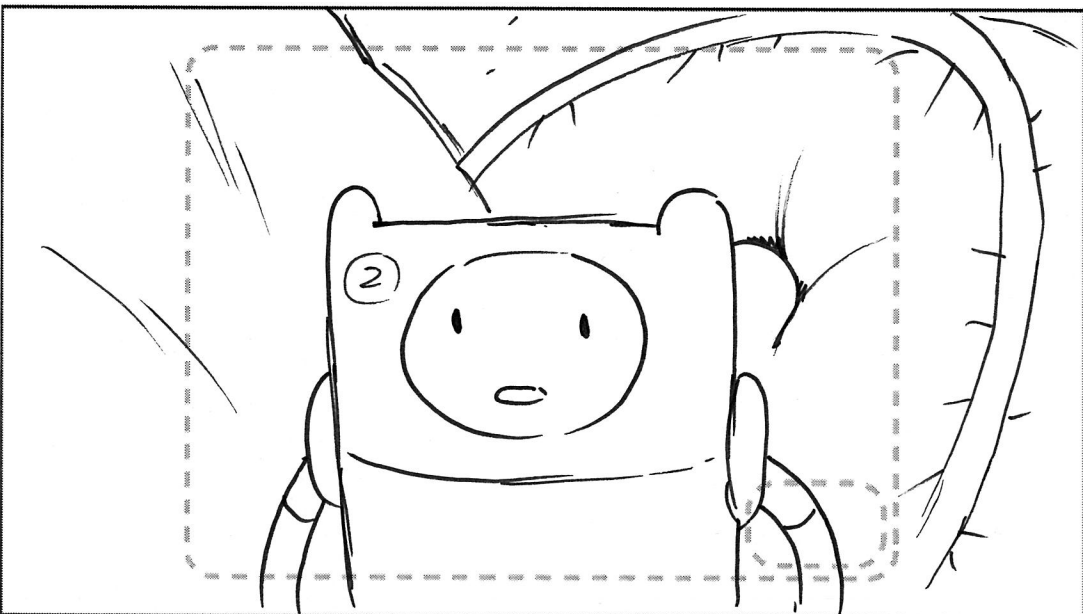
ADVENTURE TIME



Sc. 21 Pnl. C Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

- Food boyz polish, sweep, wind clock.

(F:) ① What?
② Man, where's this supposed to be?

Action:				
Timing:				

EPISODE #

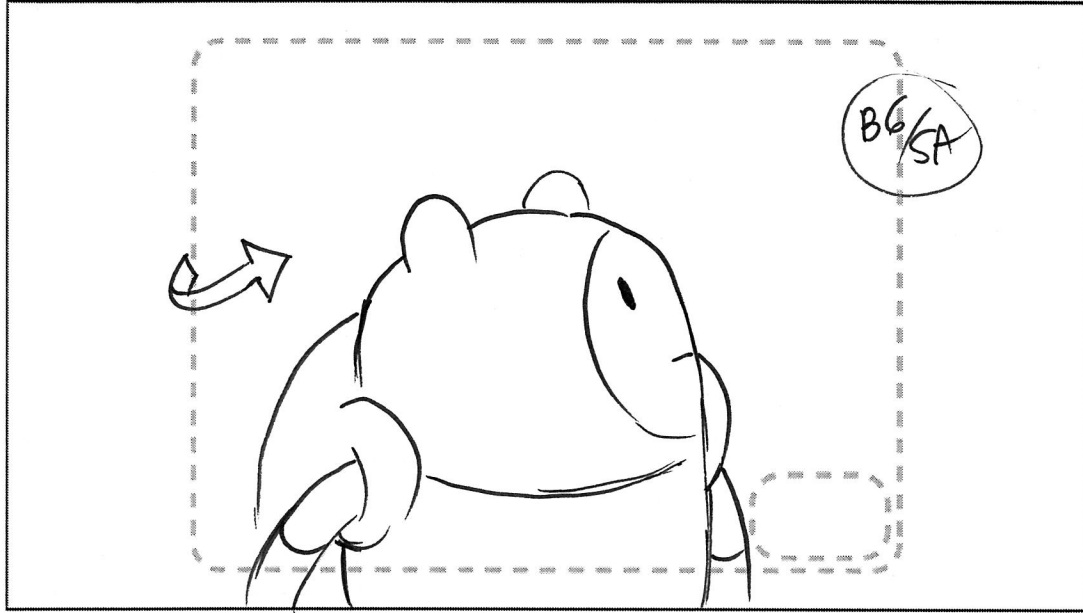
Production :

1025-193

ADVENTURE TIME



Sc. 22 Pnl. B Bg. day night

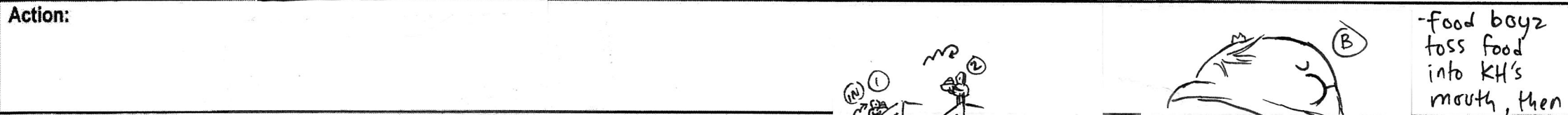


Sc. 23 Pnl. A Bg. day night



Dialog: KING HUGE OS. *chomp! chew chew*
chomp! chew chew

KH → *chomp, chew chew*
chomp, chew chew



Timing: -Finn hears chewing and turns toward King Huge.

-food boyz
toss food
into KH's
mouth, then
descend stairs
with
empty
trays.

EPISODE #

1025-193

Production :

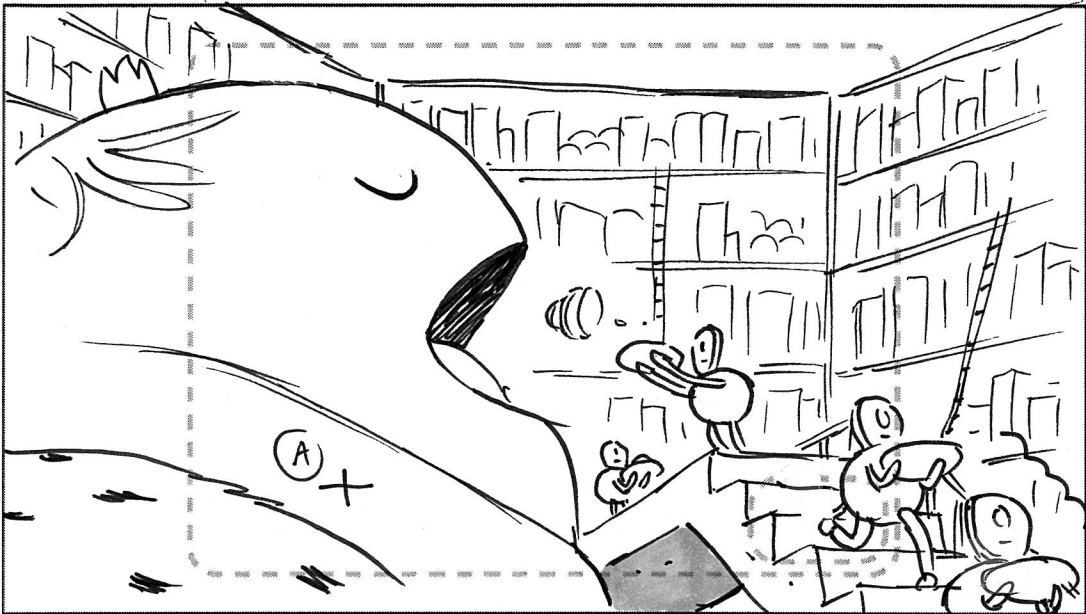
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

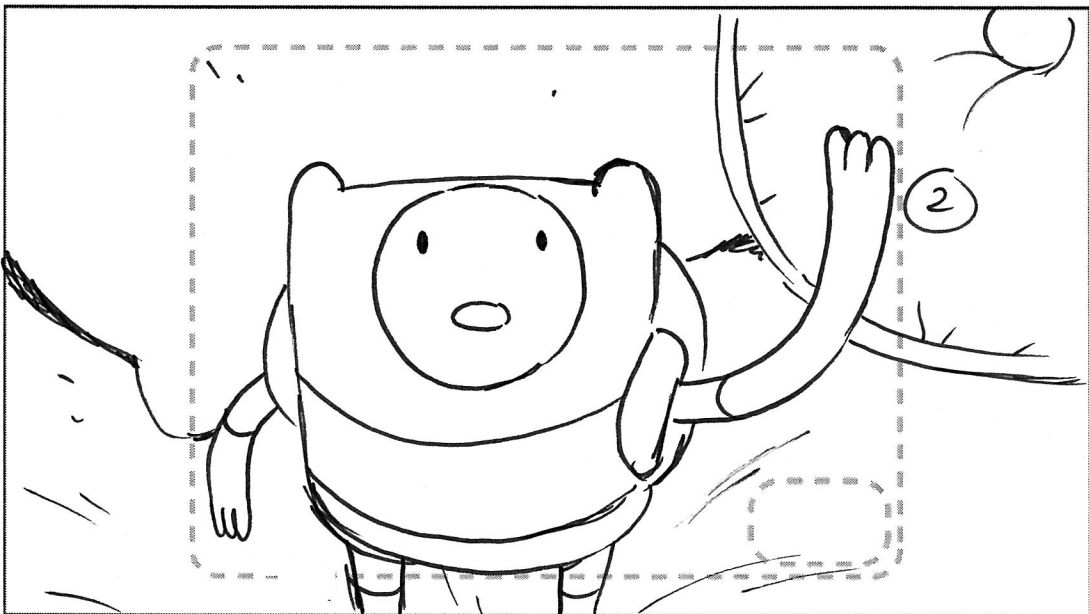


Page 30

Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night

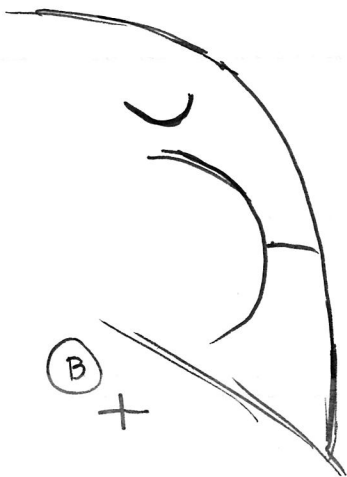


Dialog: (KH:) * Chomp, chew chew *

(F:) Excuse me? Sir?

Action:

Timing:



EPISODE #

1025-193

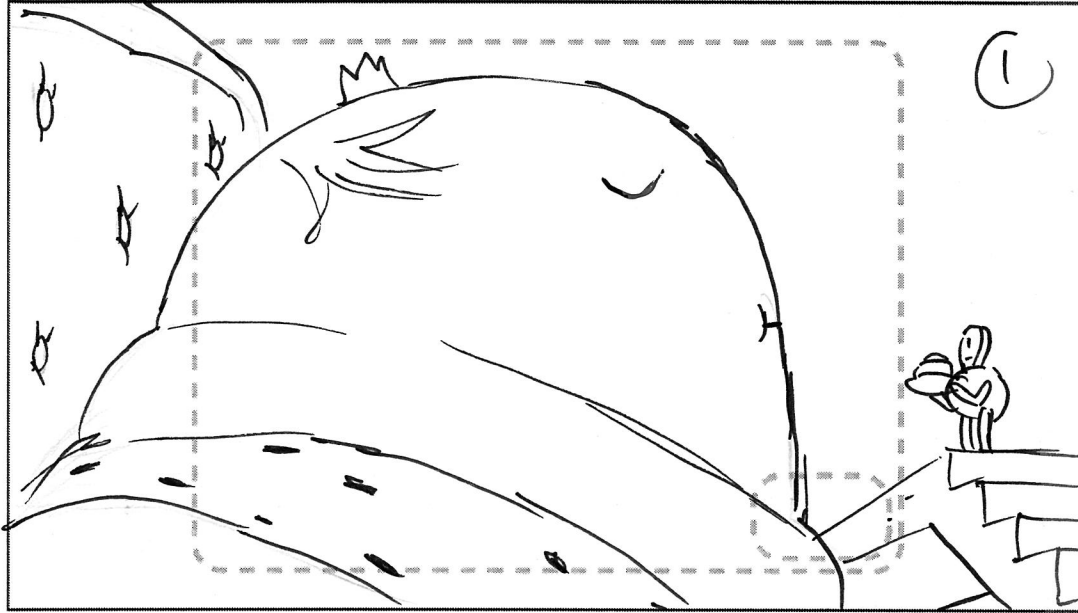
Production :

ADVENTURE TIME

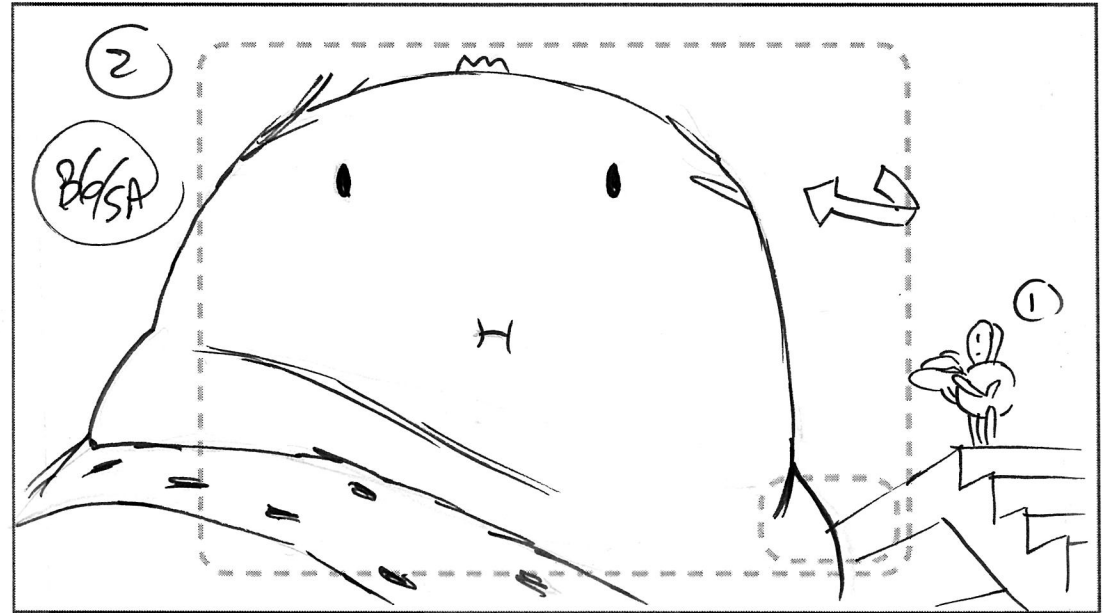


Page 31

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



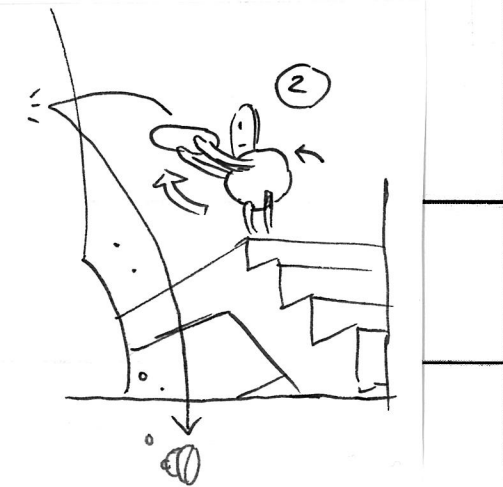
Dialog:

Action:

Timing:

(KH): mm?

- King Huge turns and speaks, then Foodboy throws food.
- Food bounces off KH.



EPISODE #

1025-193

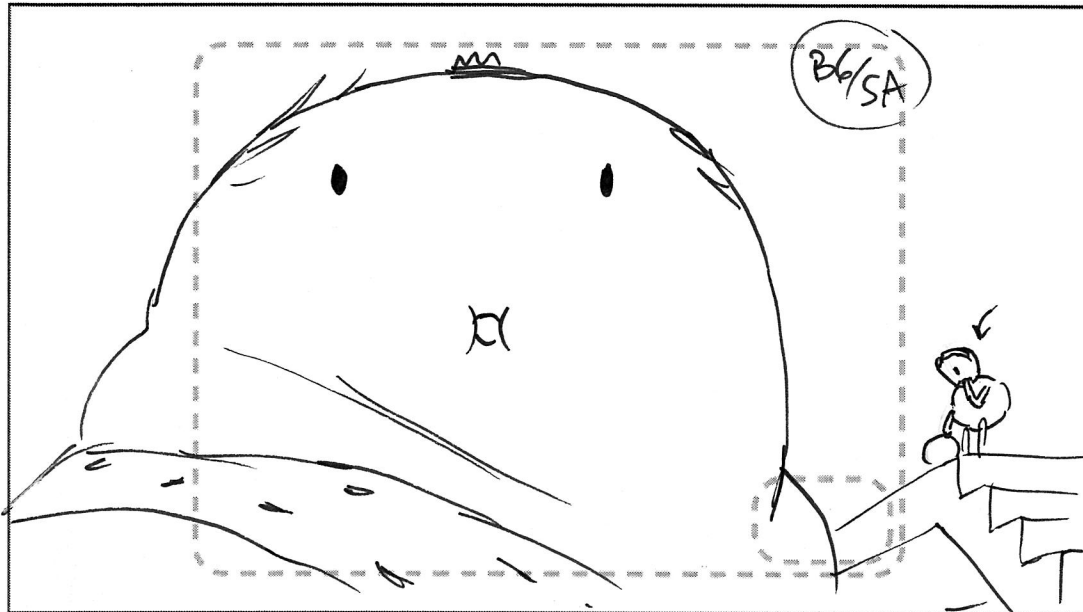
Production :

ADVENTURE TIME

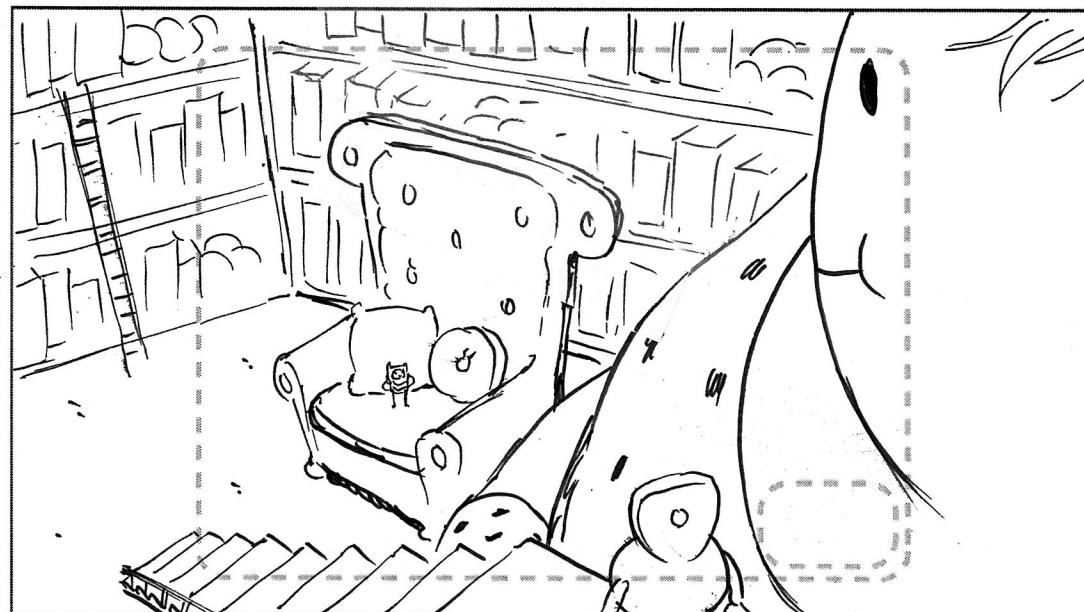


Page 32

Sc. 26 Pnl. C Bg. day night



Sc. 27 Pnl. A Bg. day night



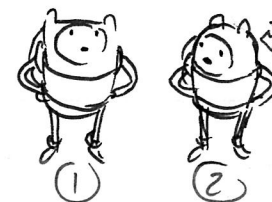
Dialog:

(KH:) Oh, you're awake! Oh that's wonderful!

(FINN:) ① Oh... thanks...
② Hey, where am I anyway?

Action: - Food boy tracks fallen food.

Timing:



Production :

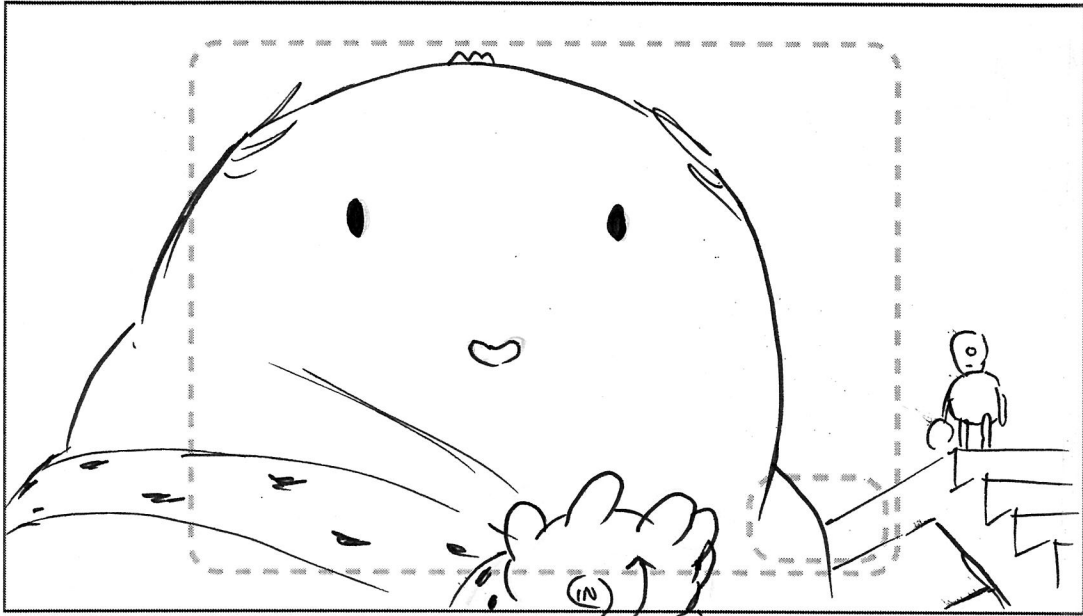
EPISODE #

1025-193

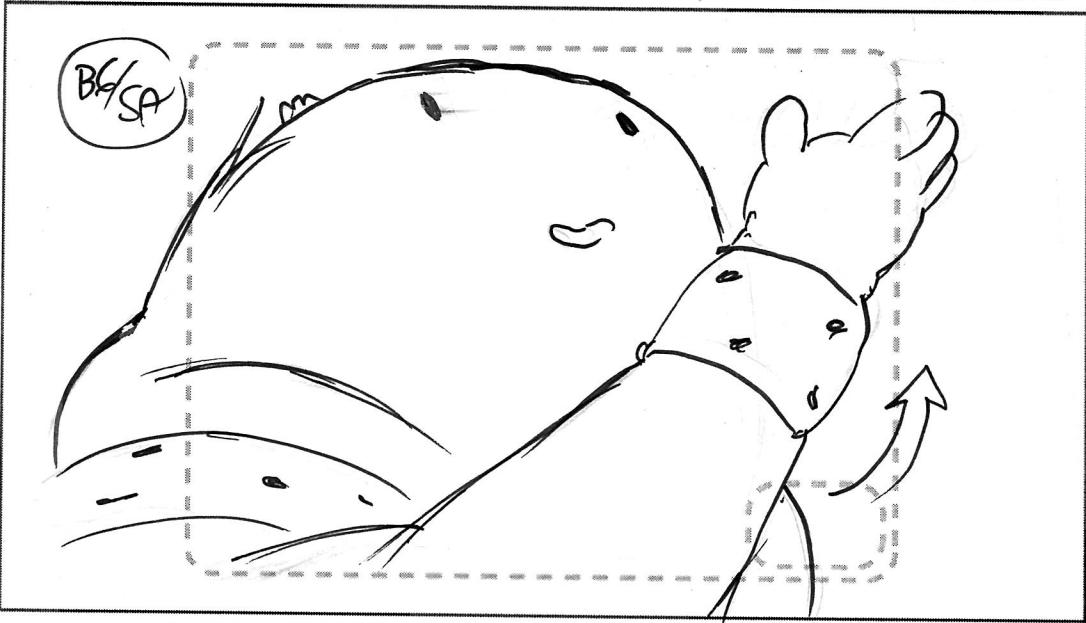
ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog: (KH) Why, this is the famed Kingdom of Huge, of course. (KH) You fell in through that crack in my ceiling, →

Action:

Timing:

EPISODE #

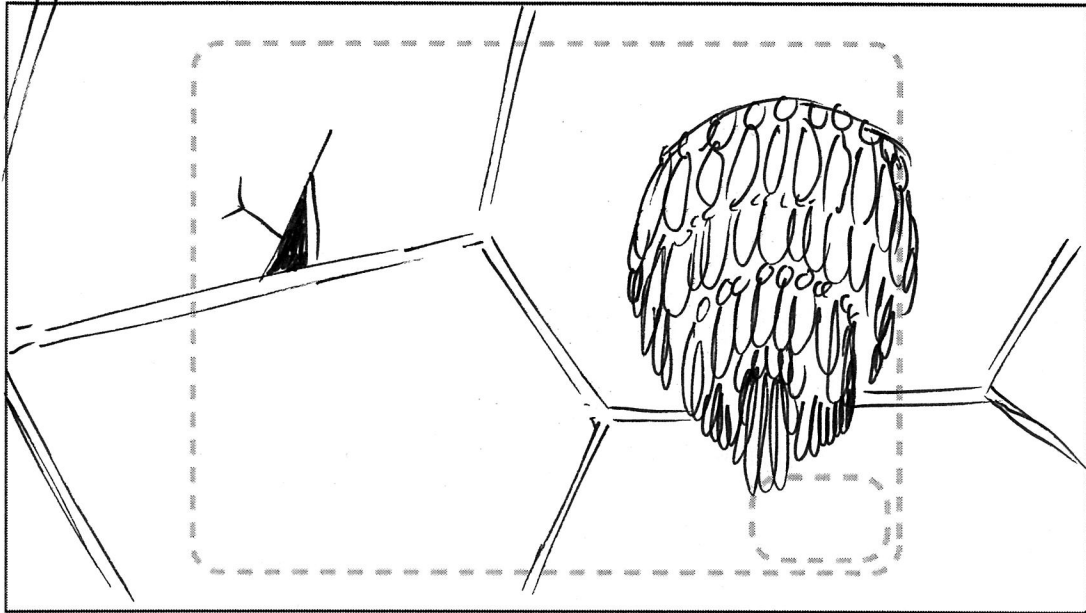
Production :

1025-193

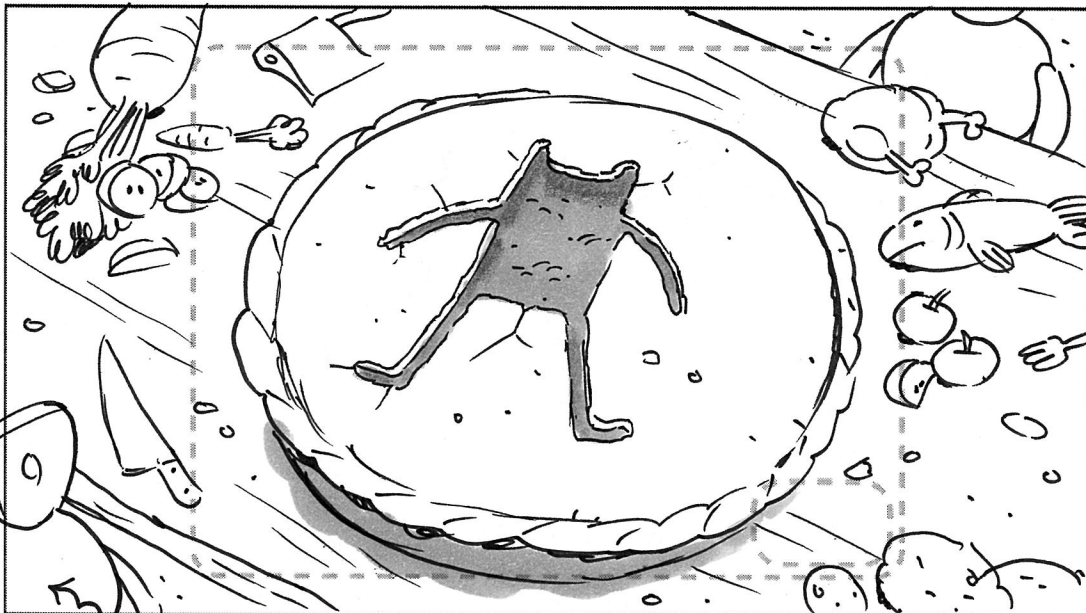
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



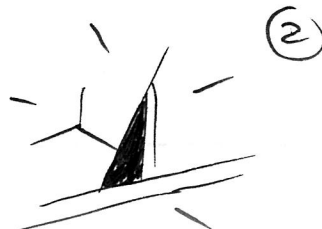
Dialog: - BEAT -

(IN) (OUT)

(KH) (OS) → and landed in a normal-sized pie.

Action:

Timing:



EPISODE #

Production :

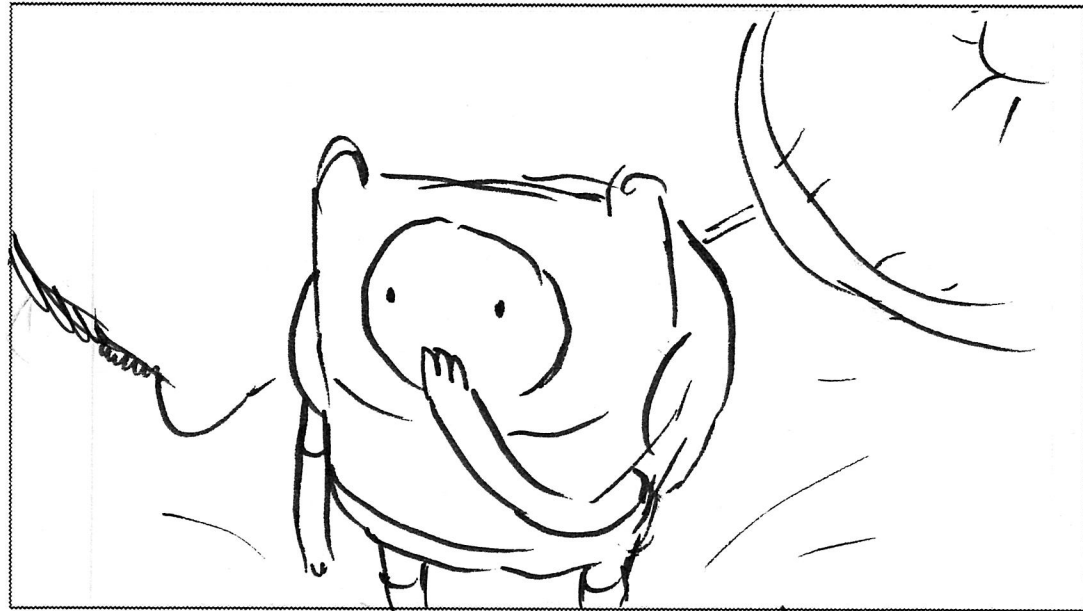
1025-193

ADVENTURE TIME

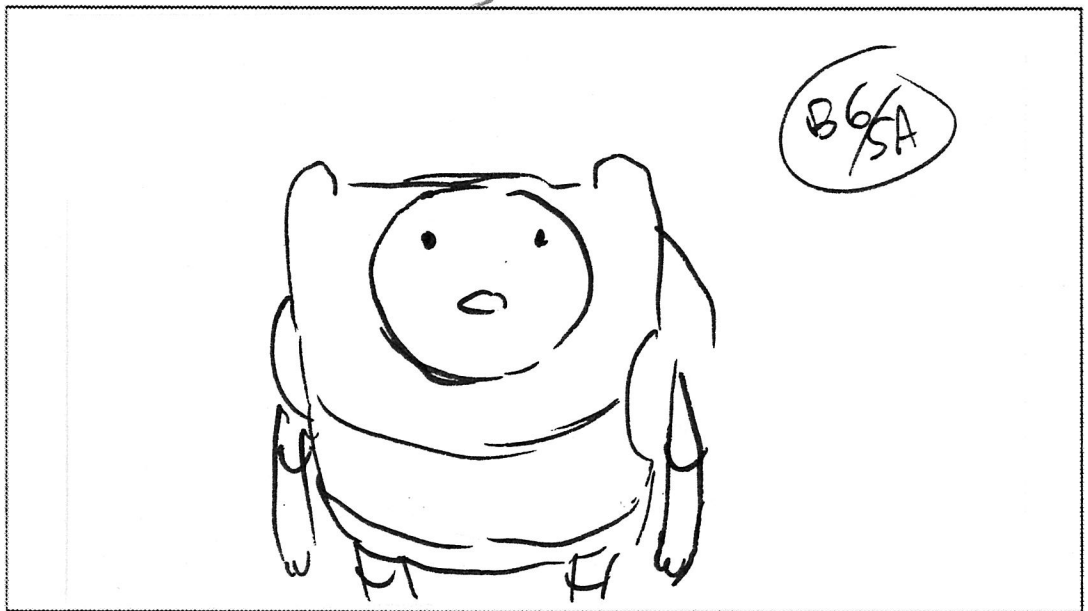


Page 35

Sc. 31 Pnl. A Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog:

Ⓣ:(Best) ... mm-hmm,
well -

Action:

Timing:

Ⓣ My friend up top
is probs pretty
worried about me so
I'd best get going.

EPISODE #

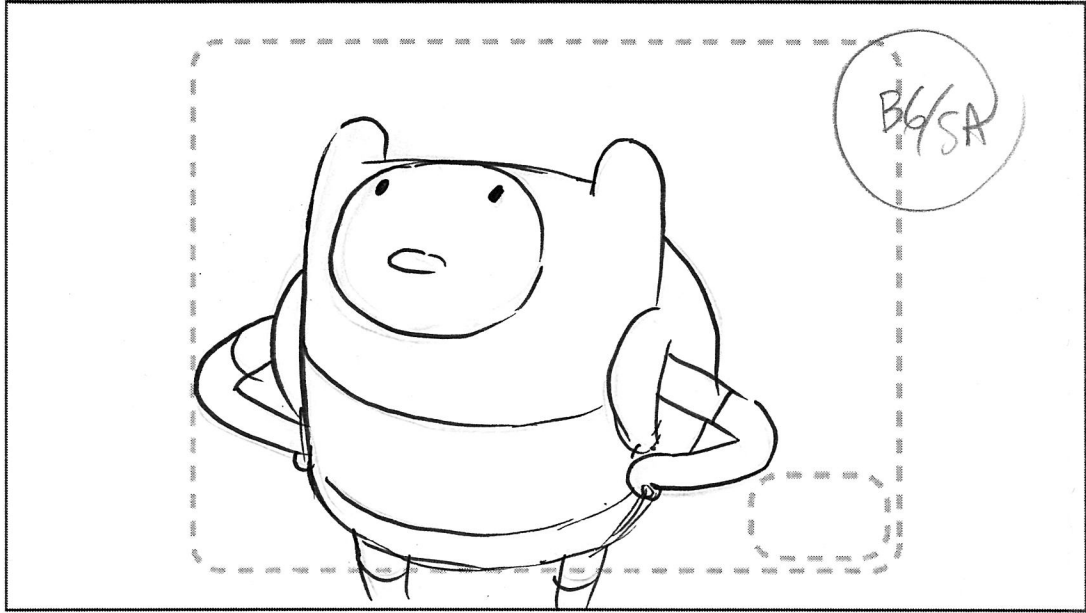
Production :

1025-193

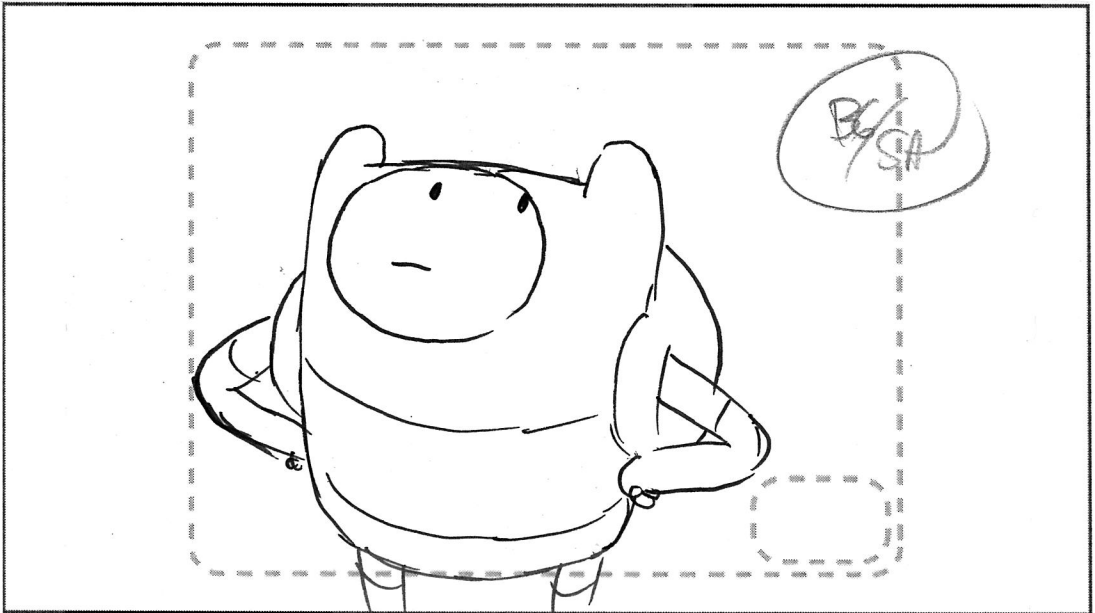
ADVENTURE TIME



Sc. 31 Pnl. C Bg. day night



Sc. 31 Pnl. D Bg. day night



Dialog:	(F:) Can you gimme a boost back up to that crack or whatever?	(KH)(OS:) Oh - no no no, →
Action:		
Timing:		

EPISODE #

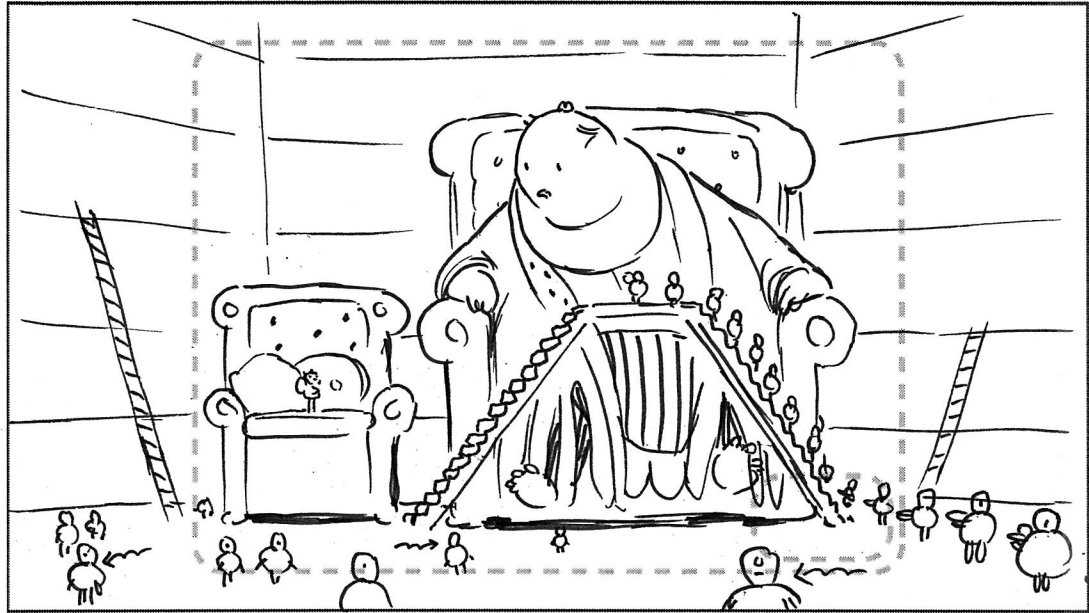
1025-193

Production :

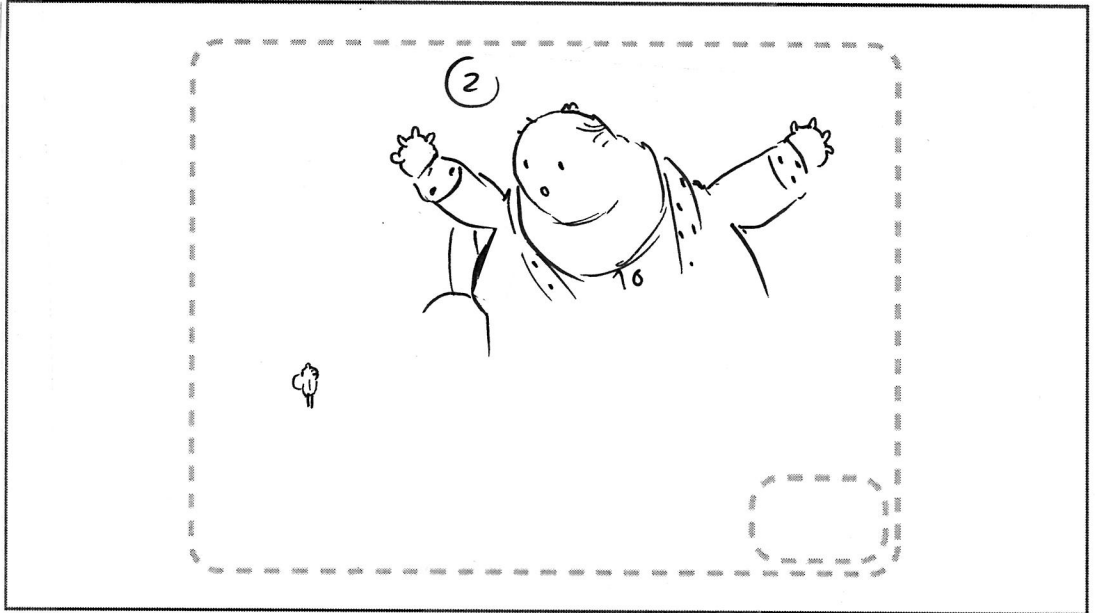
ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog: (KH): Don't be silly child - (KH) → ① Your friend must be on his way to find you right now, ② Think about it : →

Action:

Timing:



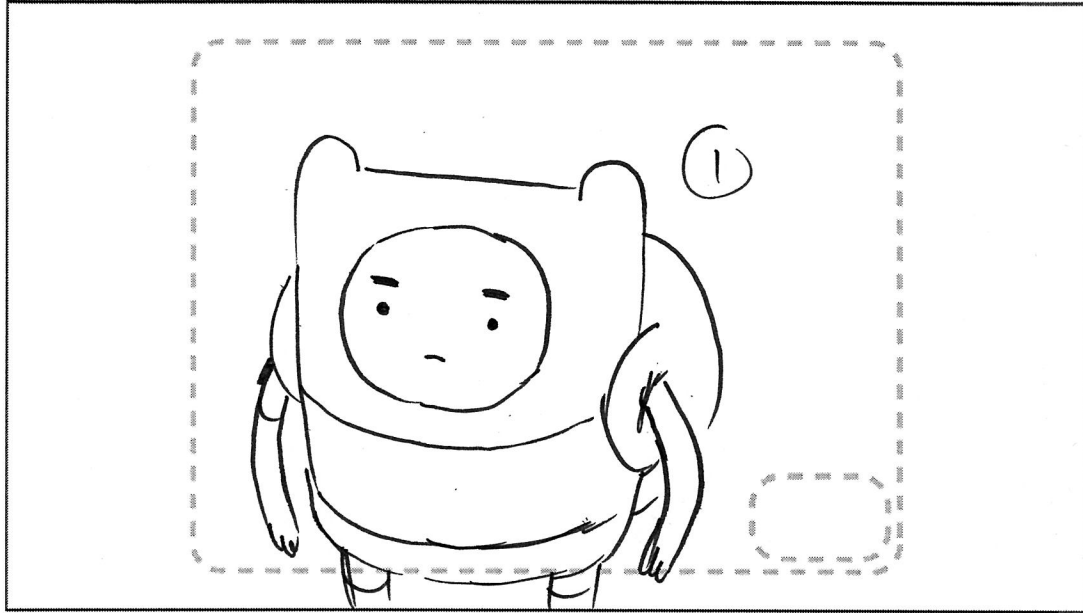
EPISODE #

Production :

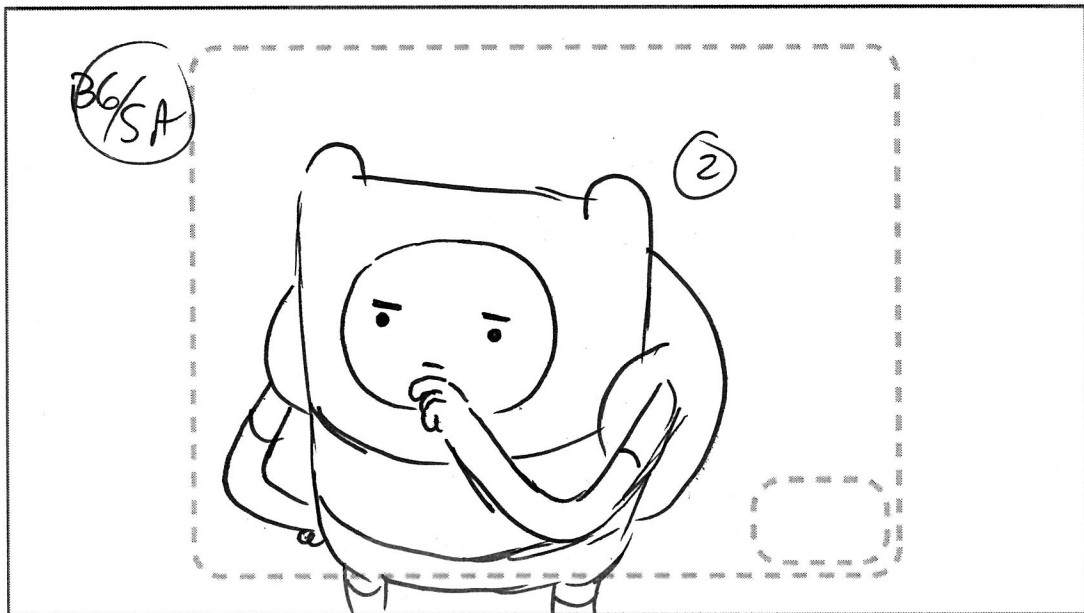
ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog:	(KH) OS: You should wait for him here or you could miss each other.
Action:	
Timing:	

EPISODE #

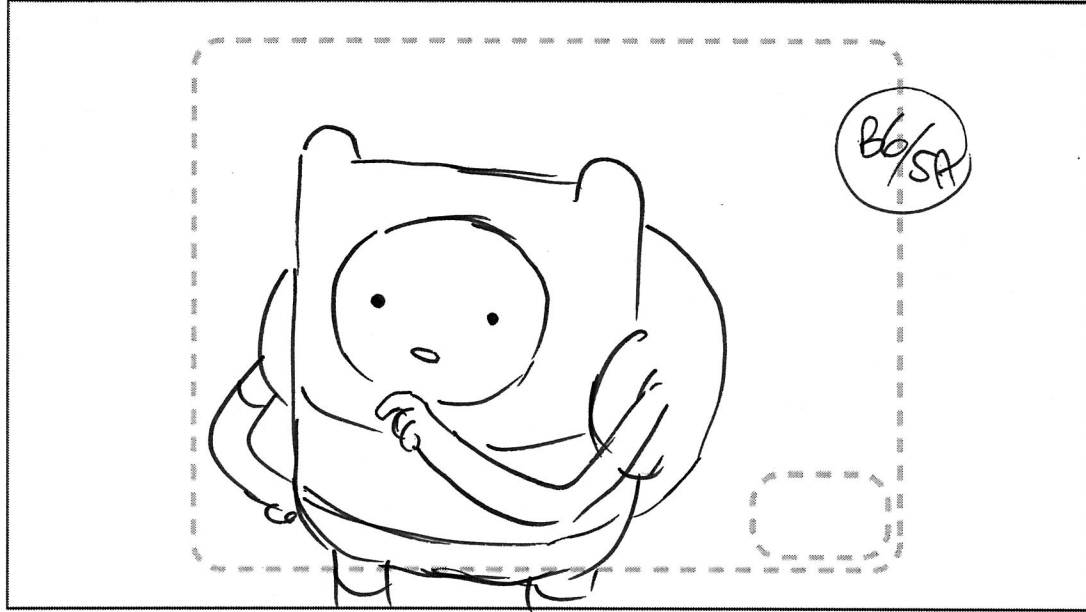
Production :

1025-193

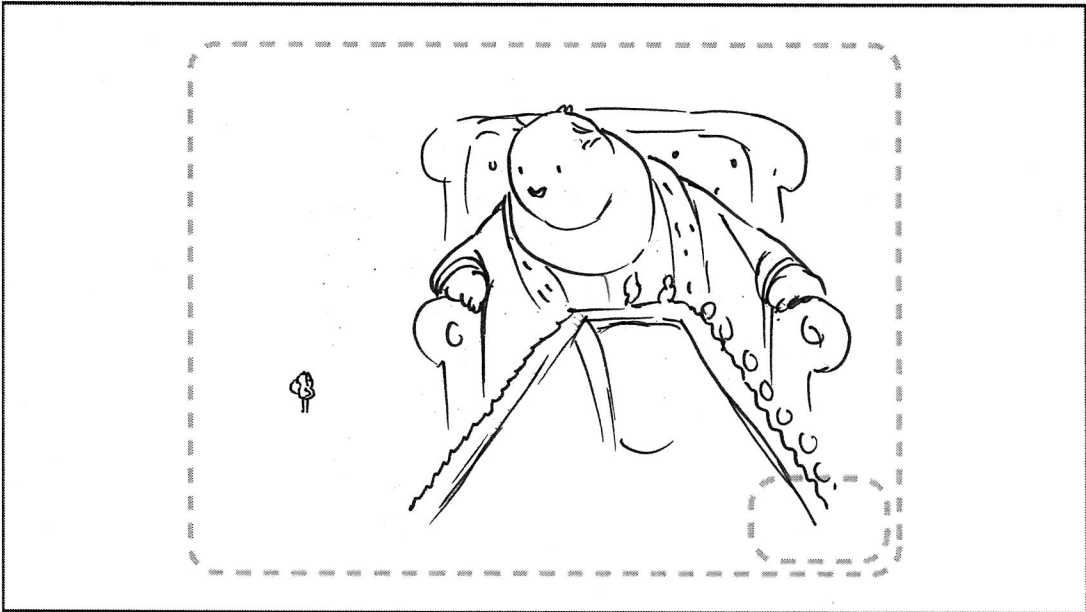
ADVENTURE TIME



Sc. 33 Pnl. C Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:	(F:) I guess that does make sense.	(KH:) Of course! Besides, you're just in time to witness →
Action:		
Timing:		

EPISODE #

Production :

1025-193

ADVENTURE TIME

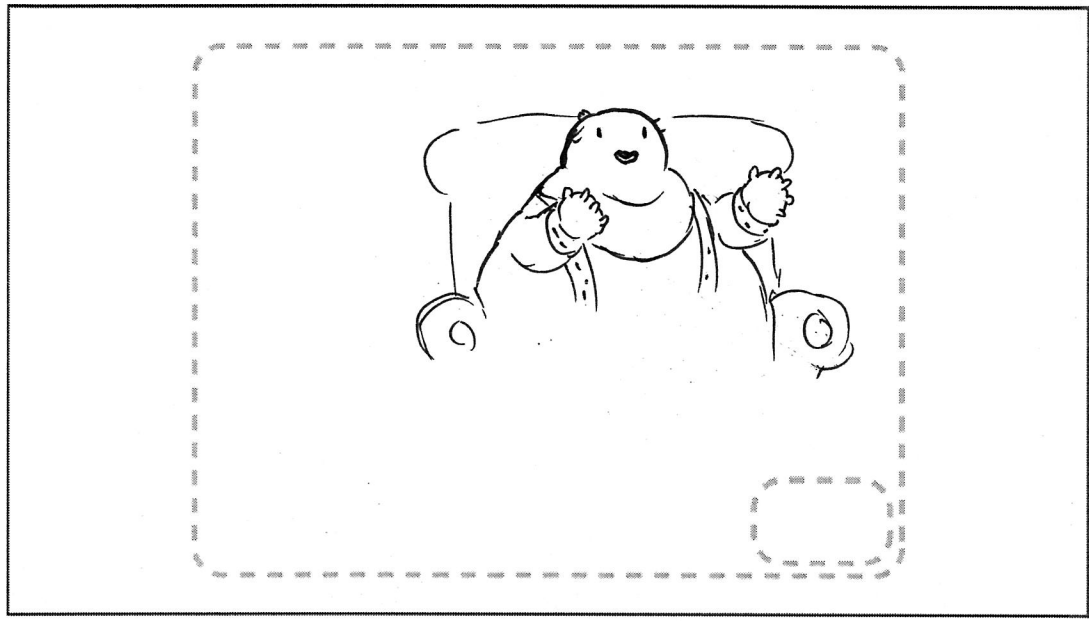


Sc. 34

Pnl. B

Bg.

day night

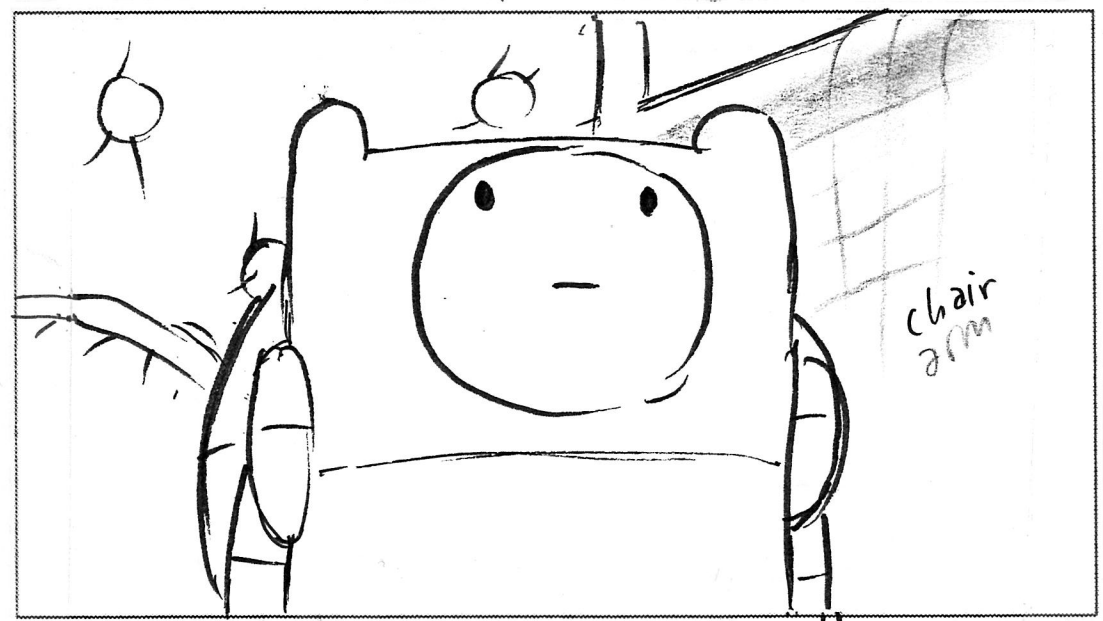


Sc. 35

Pnl. A

Bg.

day night



Dialog: (KH) → the chiming of my wondrous clock! →

Action:

Timing:

(KH)(OS) it's set to do its chiming →

EPISODE #

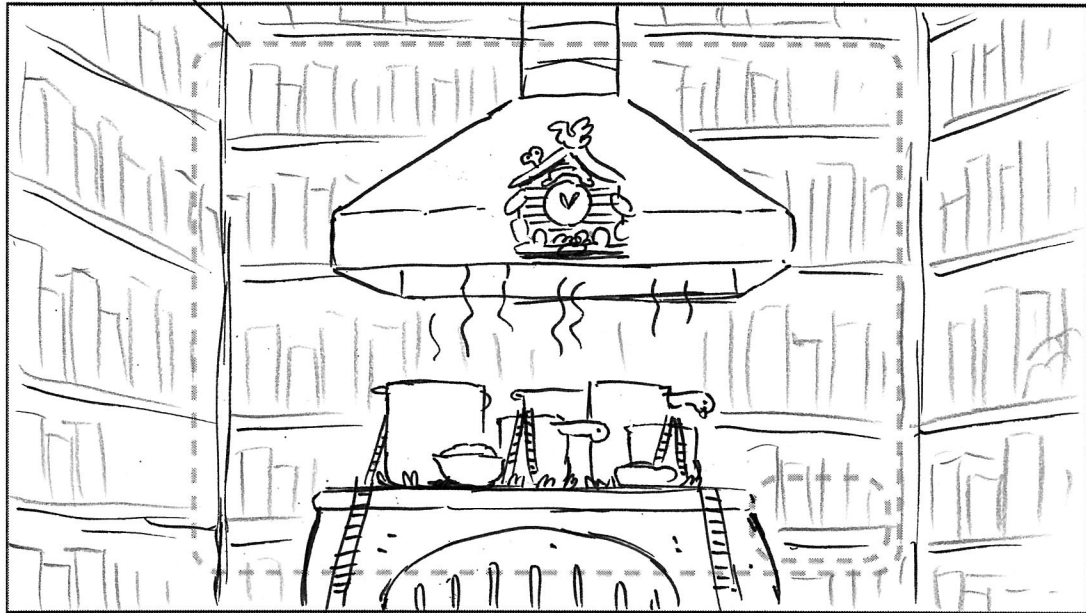
Production :

1025-193

ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:	(KH) (OS) → in merely an hour's time!	(KH) (OS) You've never seen anything like it!
Action:	ⓈCLOCK: 10:07 - SFX Heat shimmer	ⓈCLOCK: 10:07
Timing:		

EPISODE #

Production :

1025-193

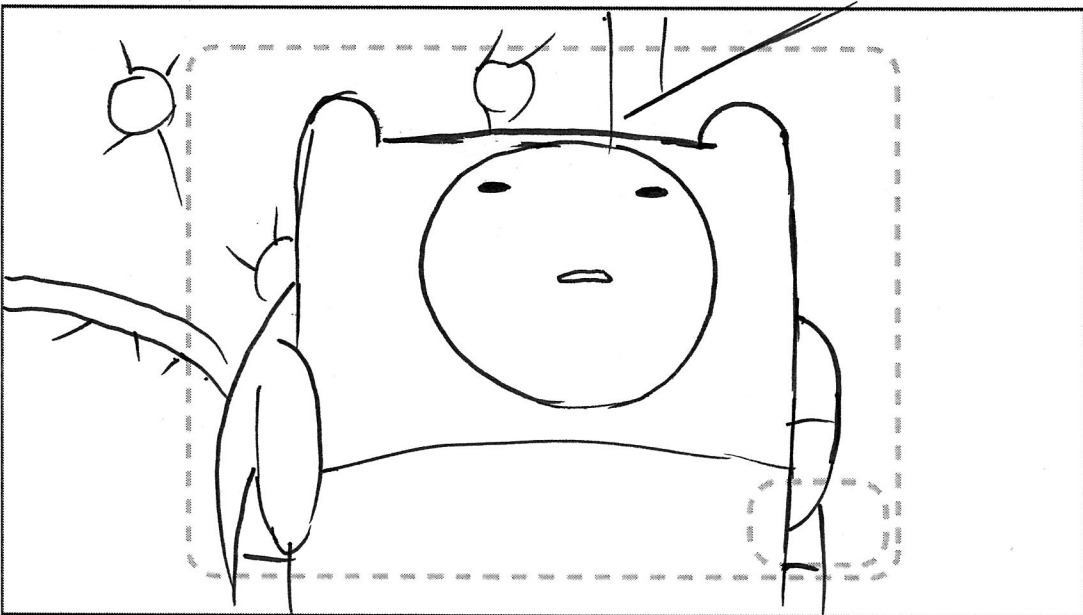
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:	- BEAT -	(F:) (to self:) ...Krimber?...
Action:		
Timing:		

EPISODE #

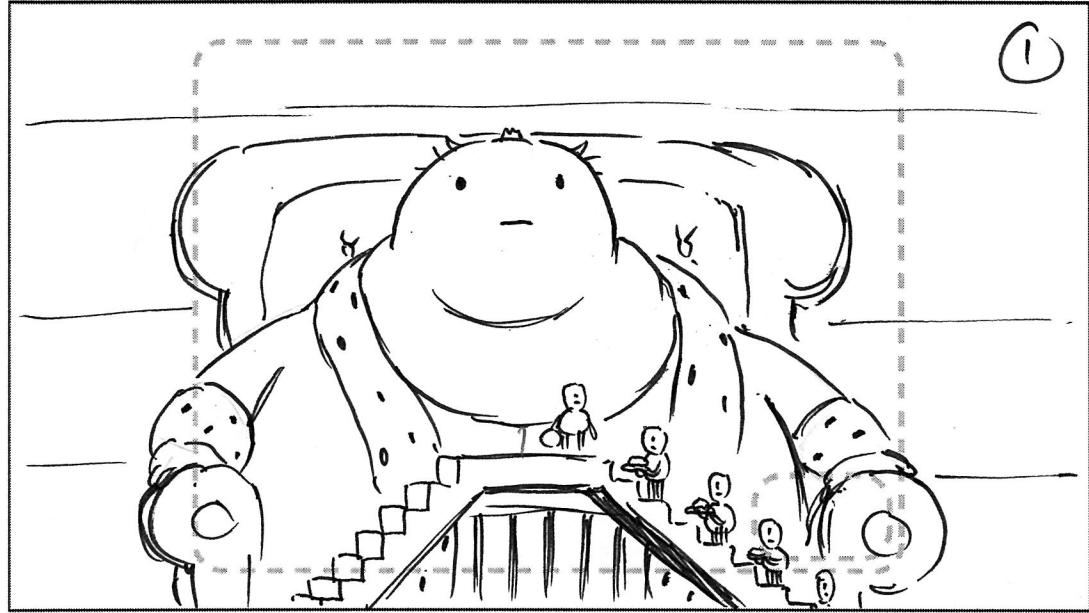
1025-193

Production :

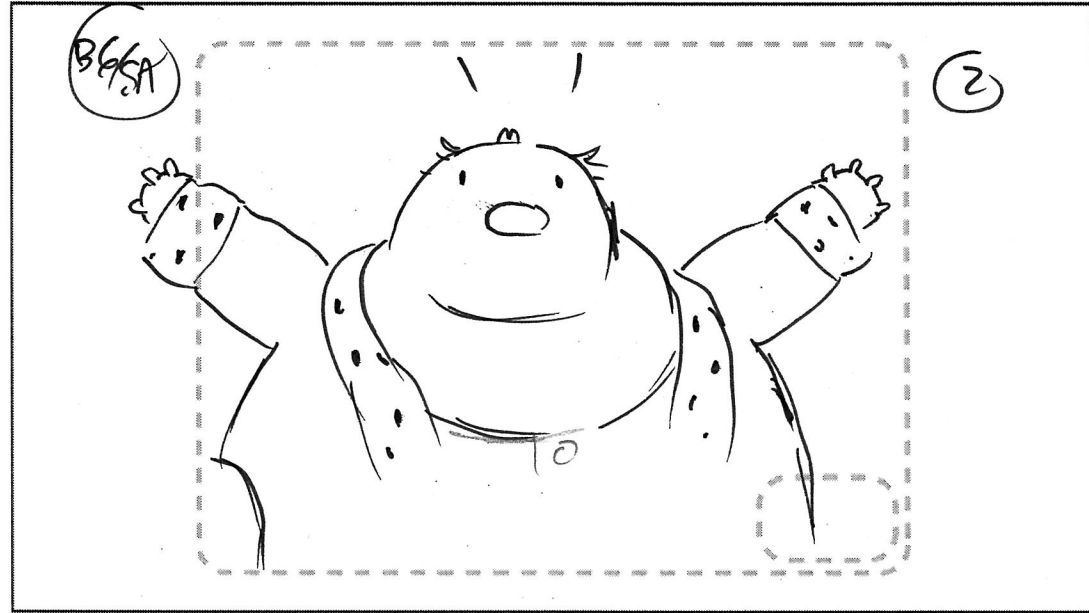
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:	(KH:) Come! Food Boyz! →
Action:	
Timing:	

EPISODE #

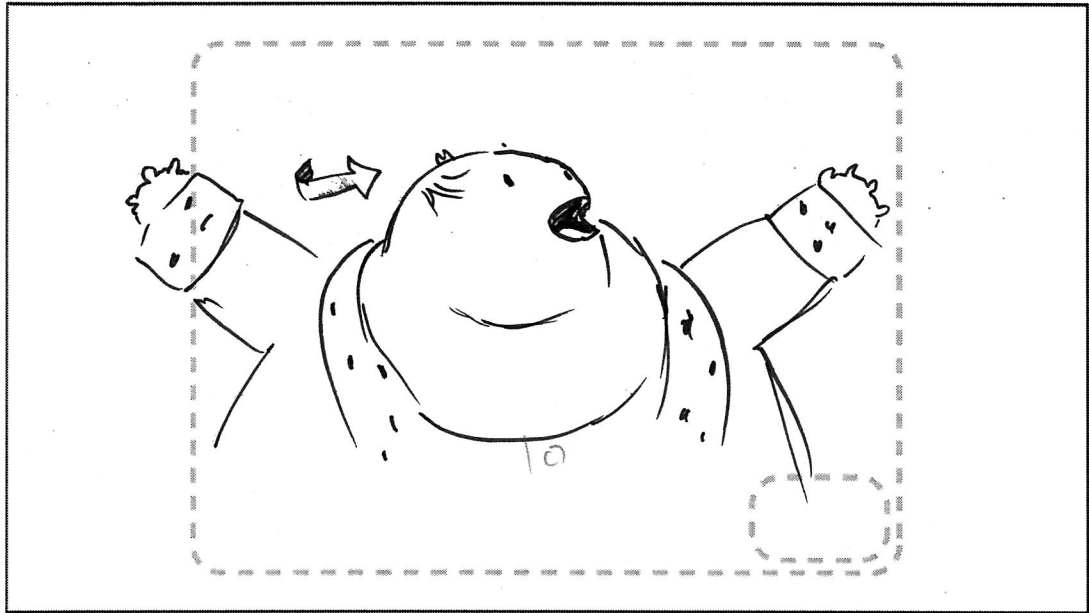
Production :

1025-193

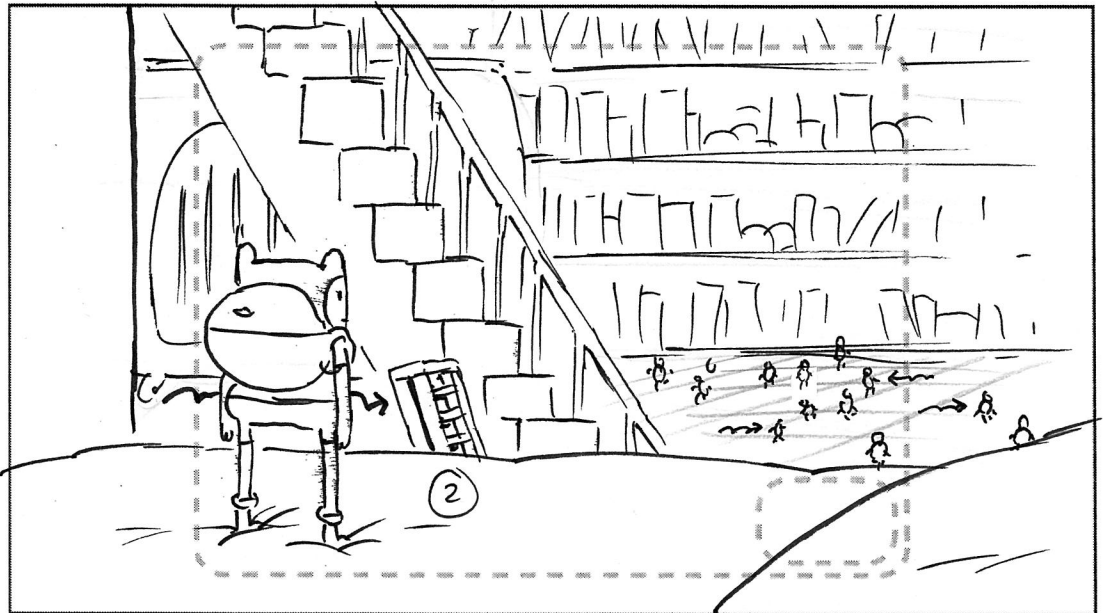
ADVENTURE TIME



Sc. 40 Pnl. C Bg. day night



Sc. 41 Pnl. A Bg. day night



Dialog: (KH:) Shower our guest with the Kindresses of Huge!

Action:

Timing:



- Food boyz carry folded step/odder into shot.

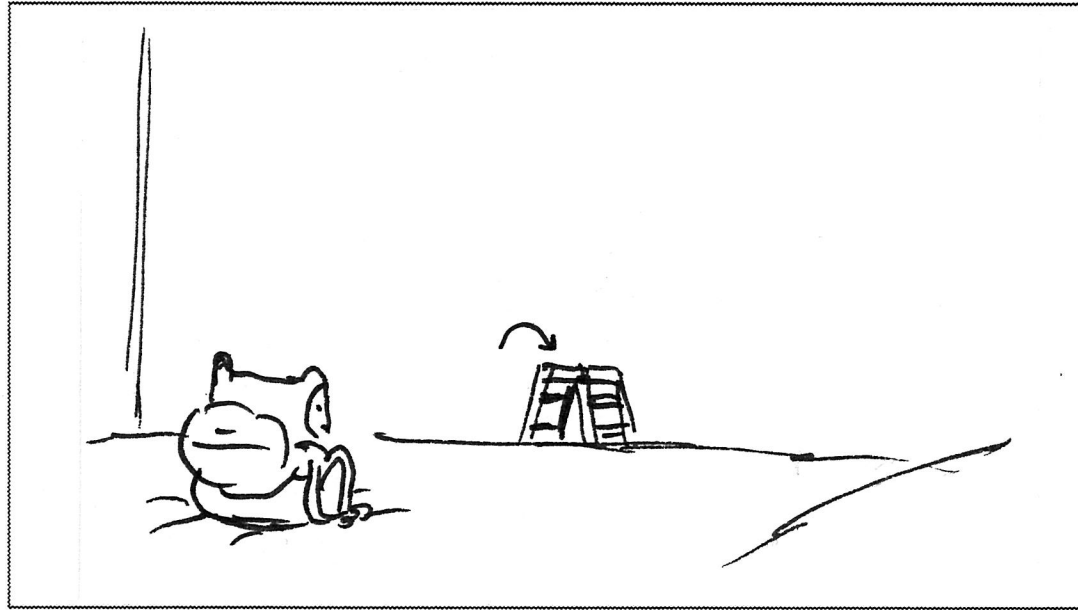
EPISODE #

Production :

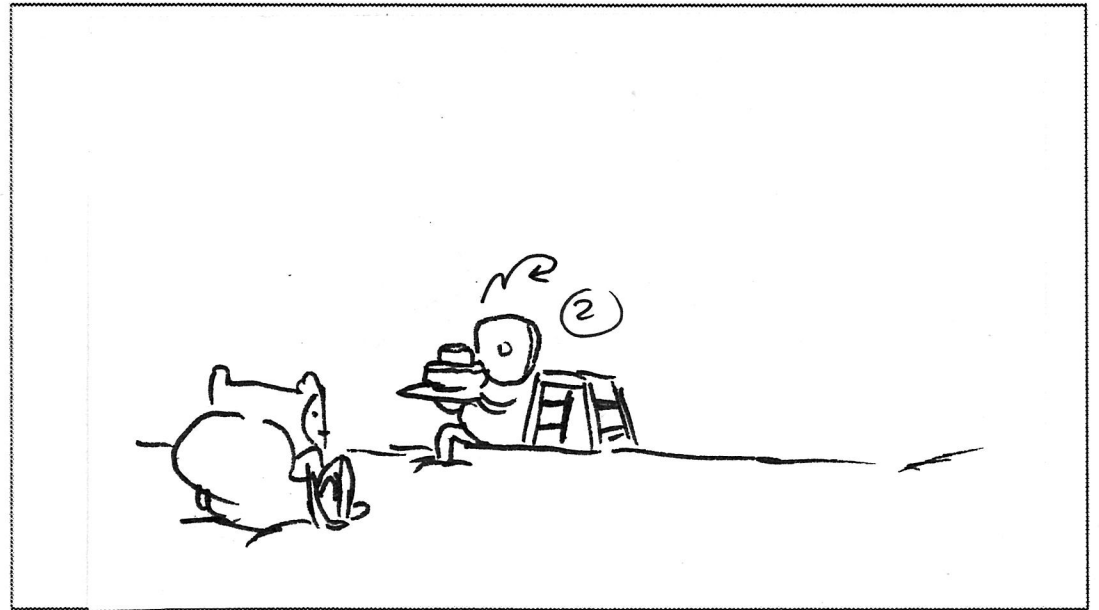
1025-193



Sc. 41 Pnl. B Bg. day night



Sc. 41 Pnl. C Bg. day night



Dialog:

(KH) → and we will
await the clock's
chiming in style
and comfort!

Action:

Timing:

- food boyz unfold and set down
step ladder.



EPISODE #

Production :

1025-193

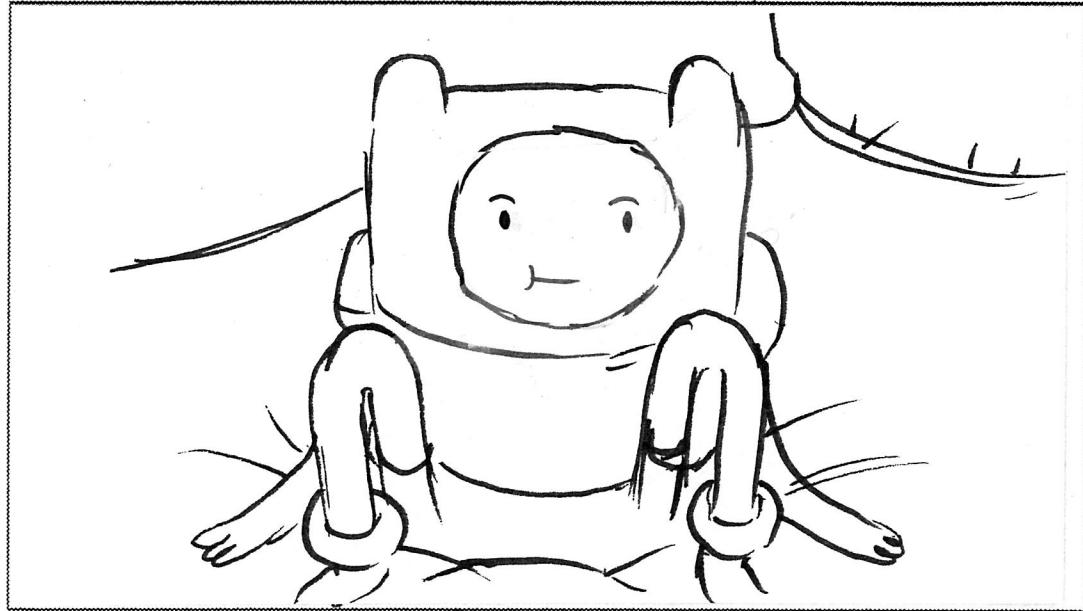
ADVENTURE TIME



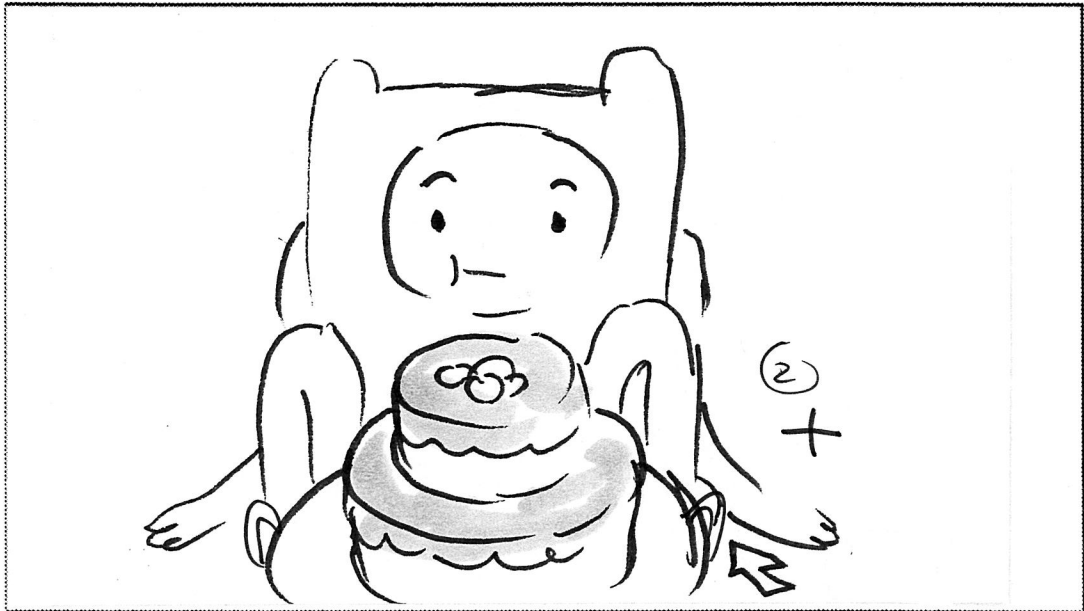
46

Page _____

Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:	(KH) Dig in child - there's there's			
Action:	always more to come!	<ul style="list-style-type: none">- Food Boy presents cake to finn- eyebrows raise slightly- eyes track cake		
Timing:				

1025-193

EPISODE #

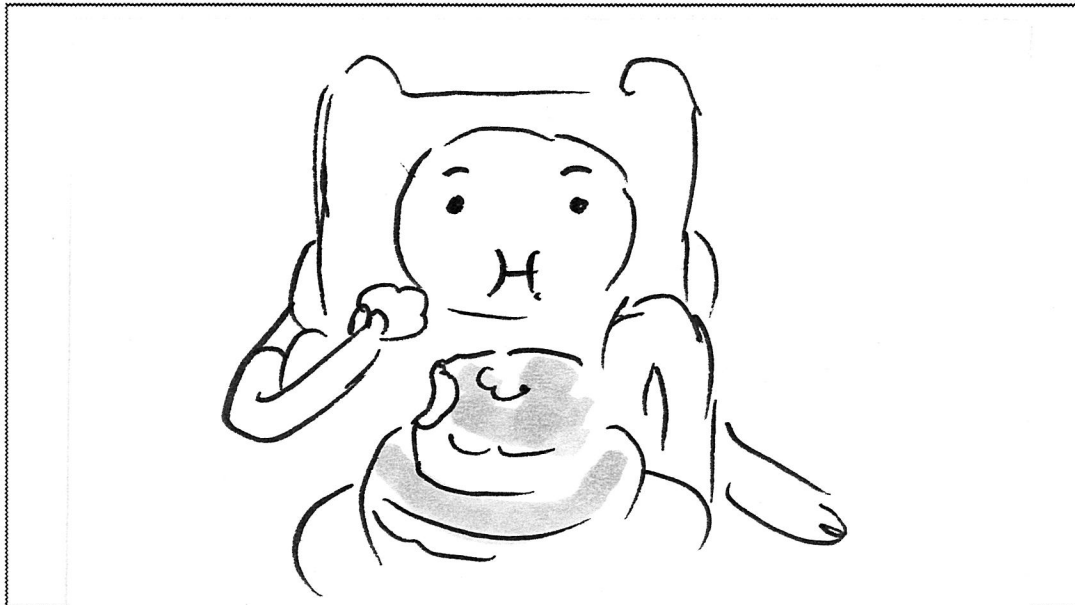
Production :

ADVENTURE TIME

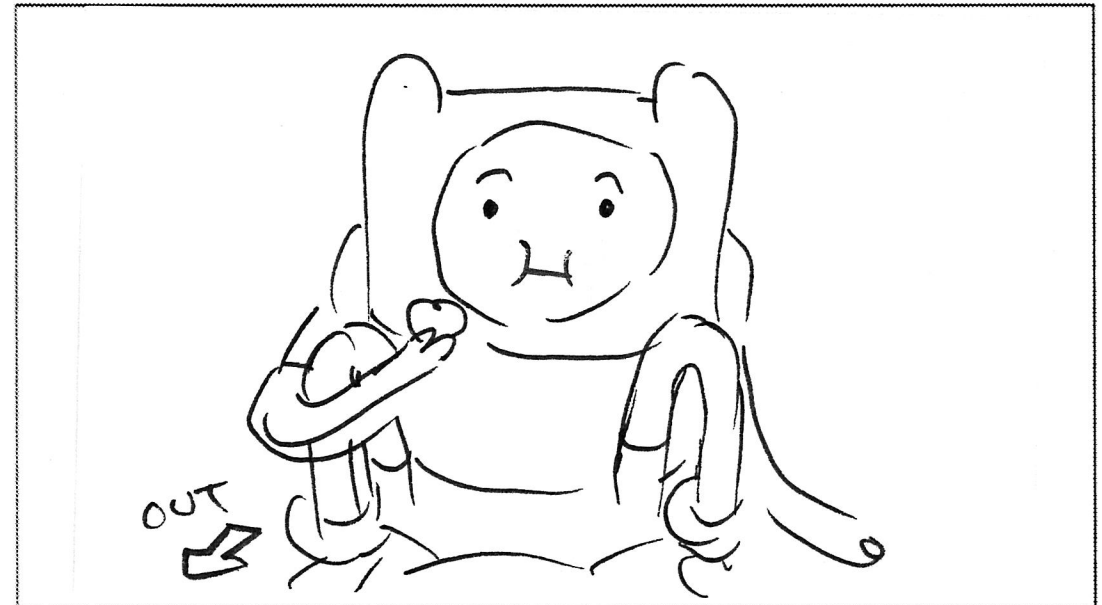


Page 47

Sc. 42 Pnl. C Bg. day night

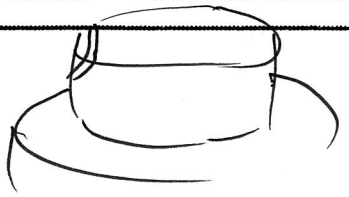


Sc. 42 Pnl. D Bg. day night



Dialog:

(F:) *chew chew*



(F:) mm
(surprised)

Action:

- Finn takes a bite from a handful of cake.

Timing:

EPISODE #

1025-193

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



48

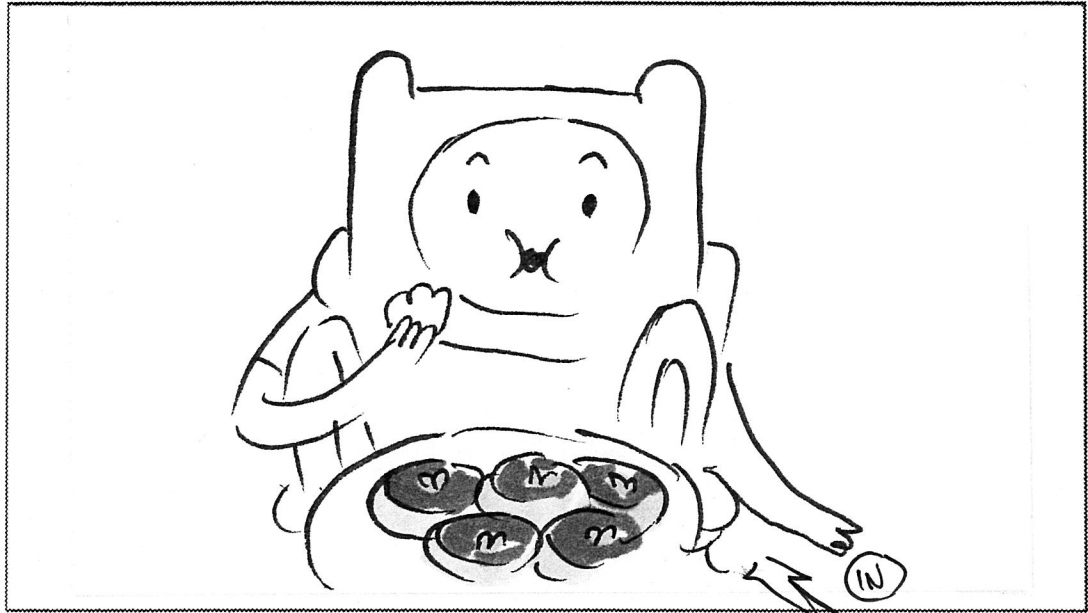
Page _____

Sc. 42

Pnl. E

Bg.

day night

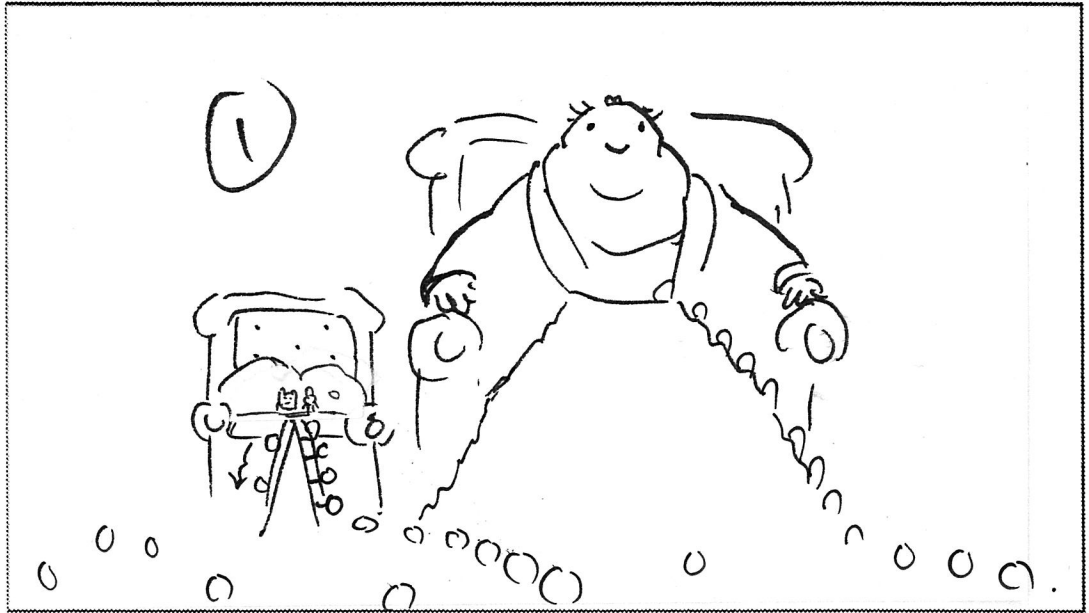


Sc. 43

Pnl. A

Bg.

day night



Dialog:

(F:) ooo!
Apple scruffs.

ALT: ooo!
greengrapes.
(redraw
food)

(FINN) * happily
chewing *

Action:

- New food boy presents new dessert.

Timing:

EPISODE #

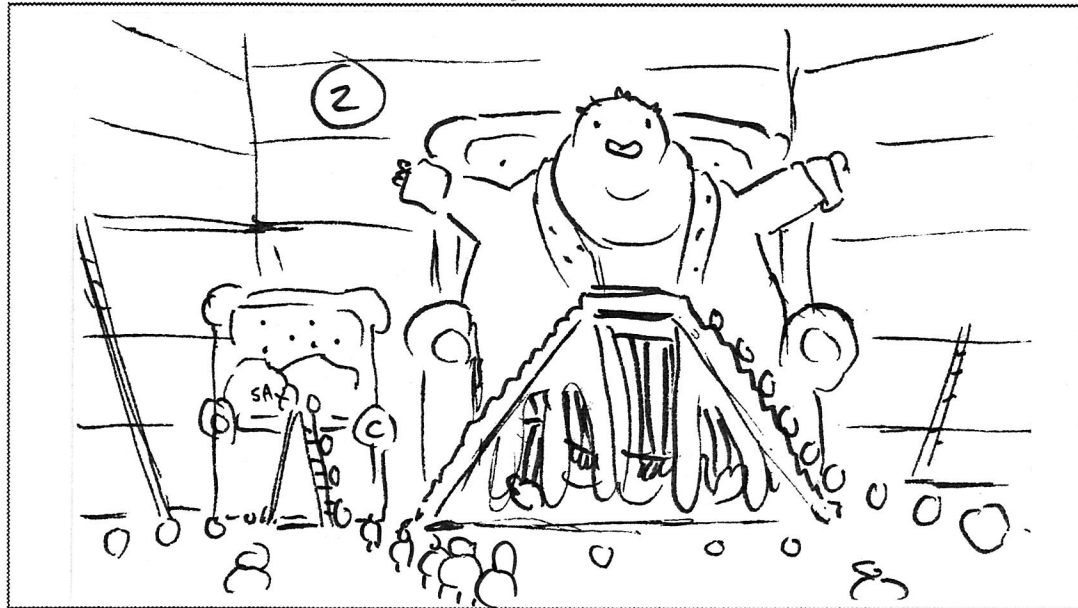
1025-193

Production :

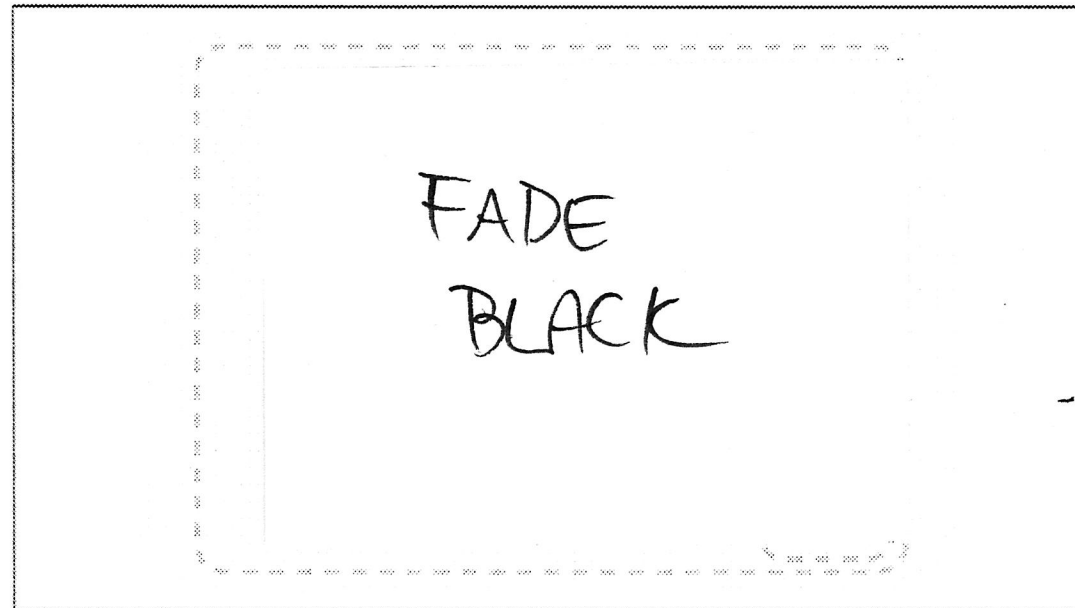
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, design and or used in any manner, except for production purposes, and may not be sold or transferred.



Sc. 43 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(KH) Just wait til
you see my
clock!

Action:

Timing:

EPISODE #

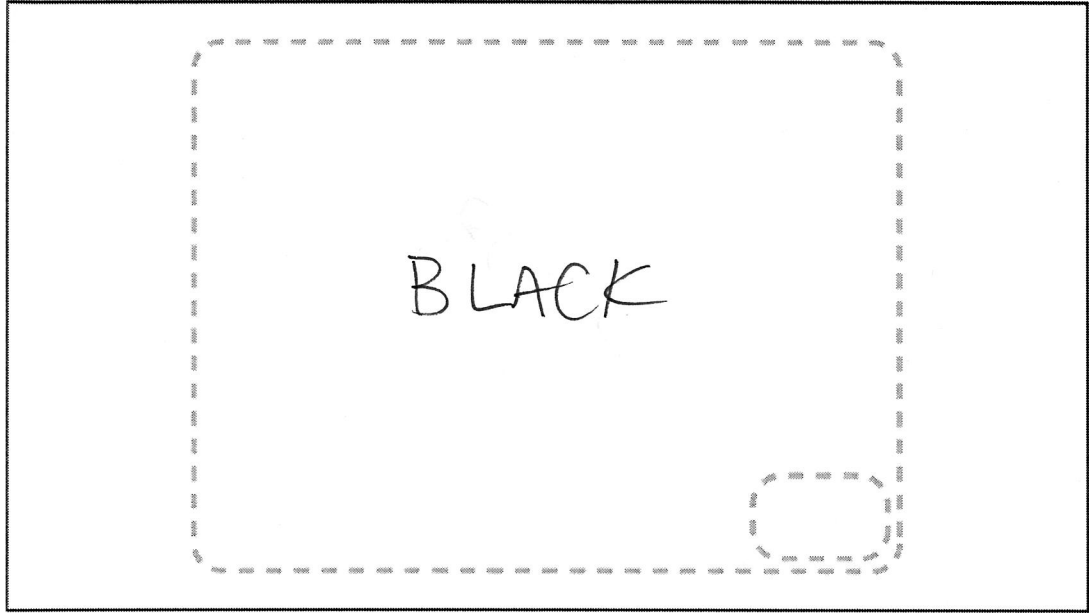
Production :

1025-193

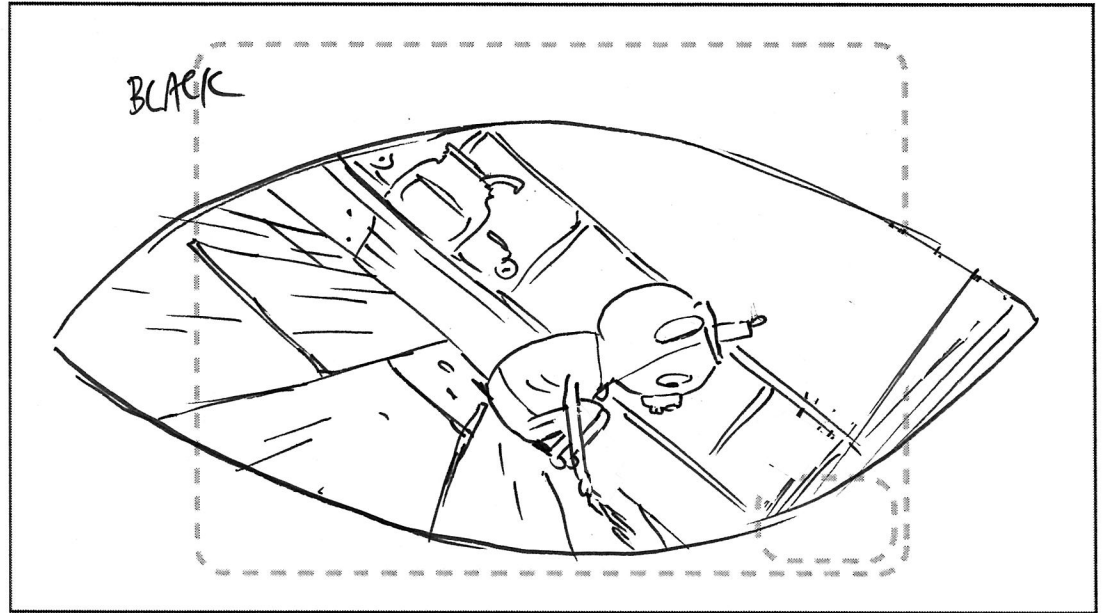
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog: (seven:os) * whistling tune ~~~~~→

Action: (1) [slow open] (2) [Blink twice] (3) [open all the way]

Timing:

EPISODE #

Production :

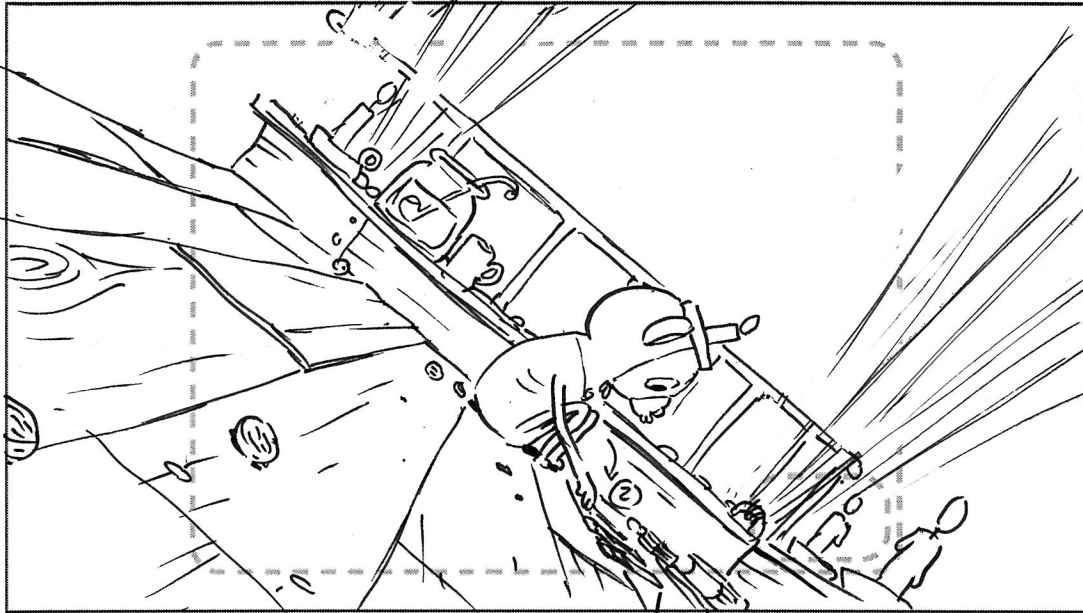
1025-193

ADVENTURE TIME

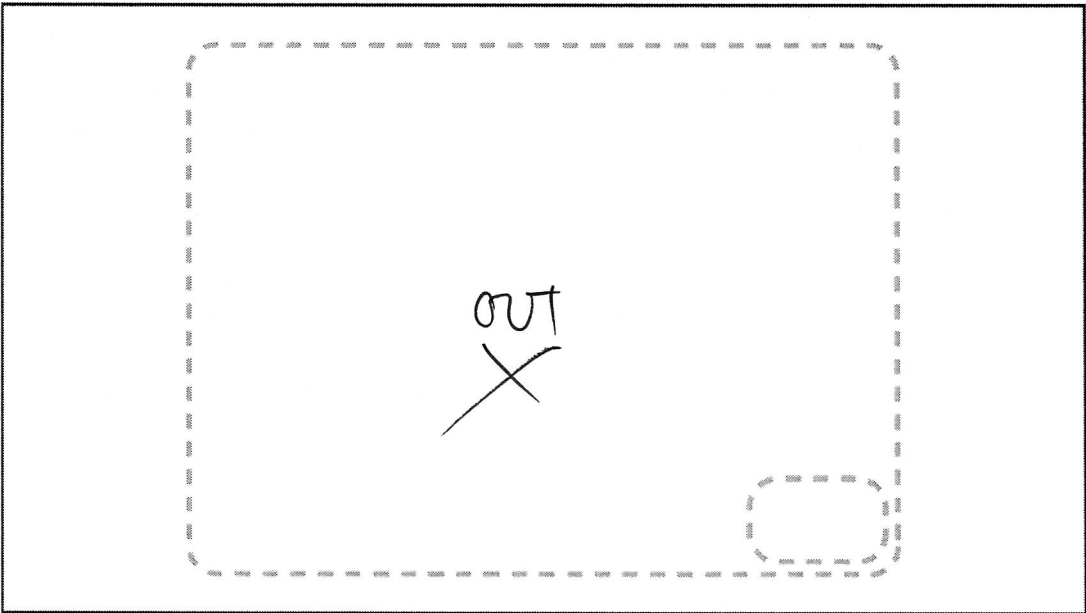


Page 51

Sc. 44 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

see card layout
Reference.

Action:

Timing:



- Seven plays "freecell" card game - picking up a card and placing it down in a different spot.

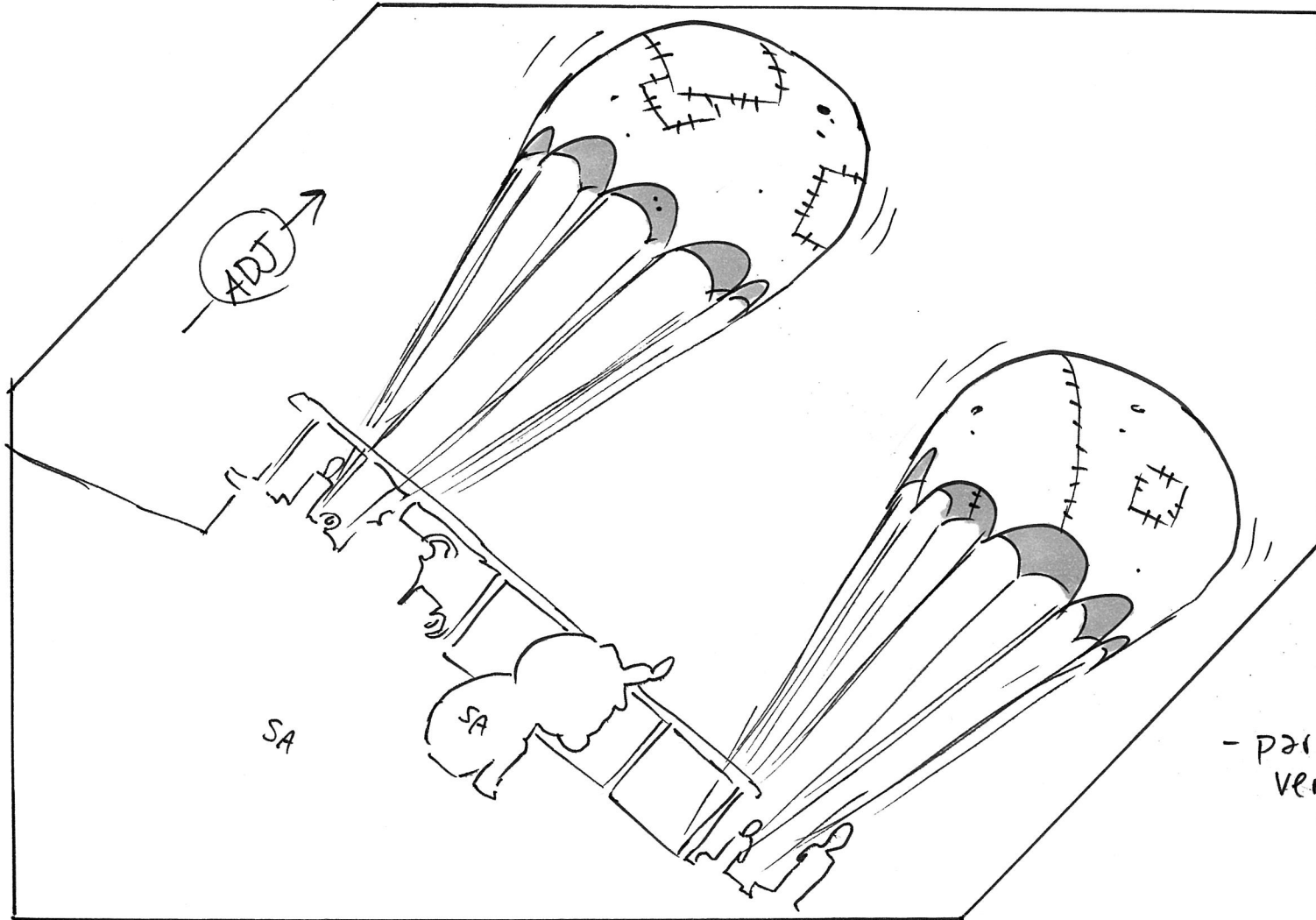
EPISODE #

Production :

1025-193

Sc. 44

Pnl. D



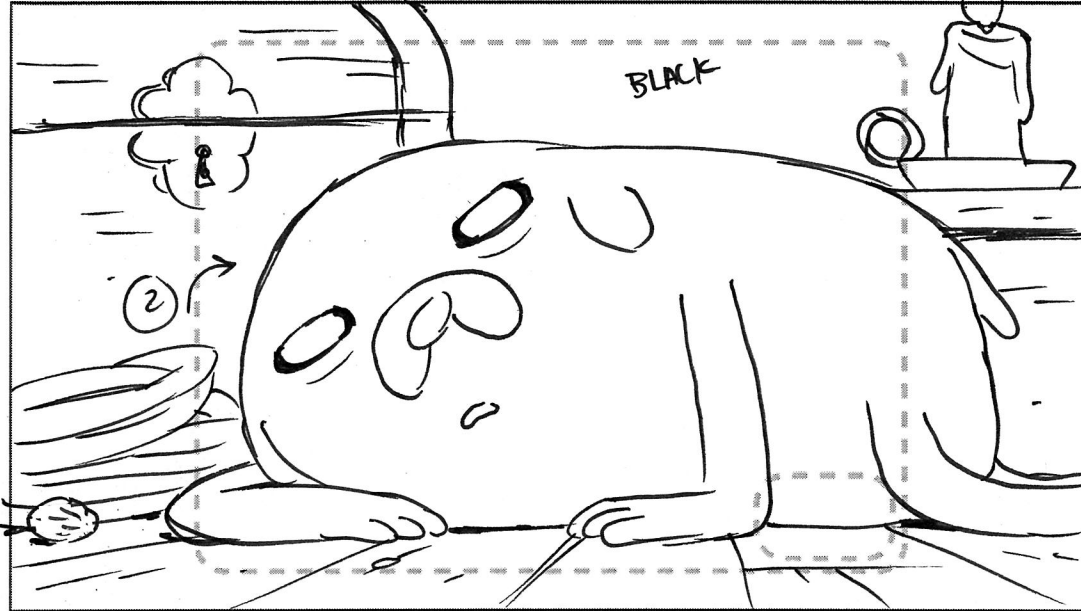
DIALOG: *whistling
continues*

- parachutes sway
very gently + slowly

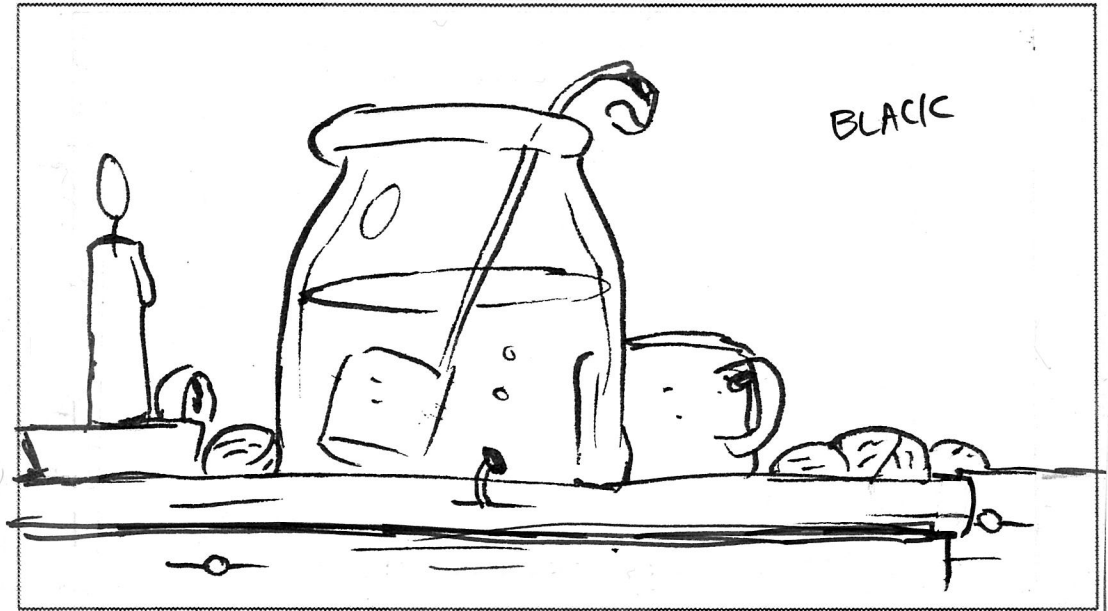
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night



Dialog: Seven: 05 → *whistling* → *whistling* →

Action

Timing



- Jake regains consciousness.

EPISODE #

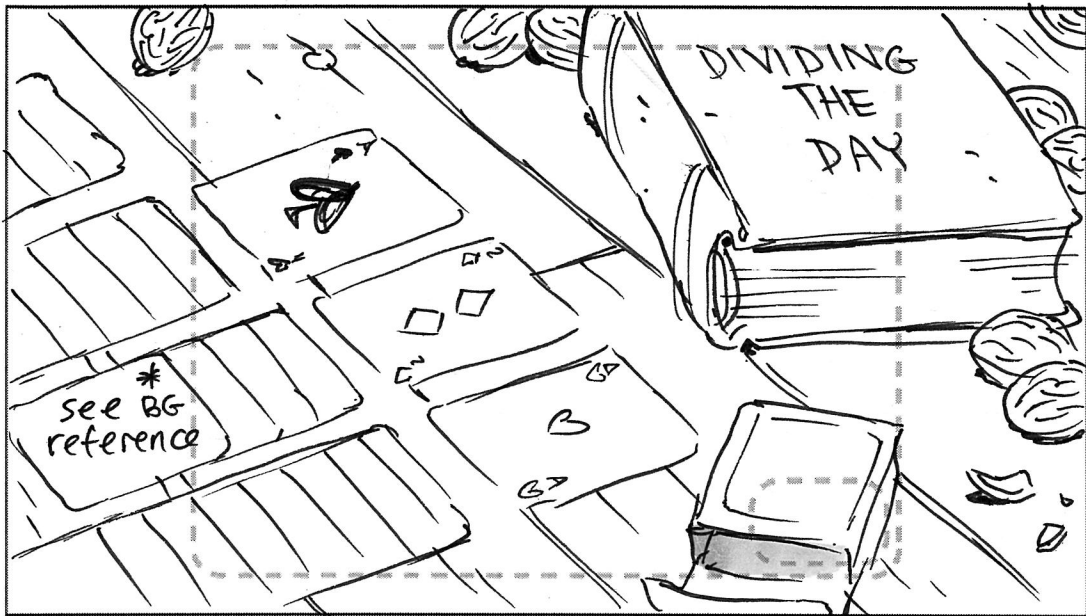
Production :

1025-193

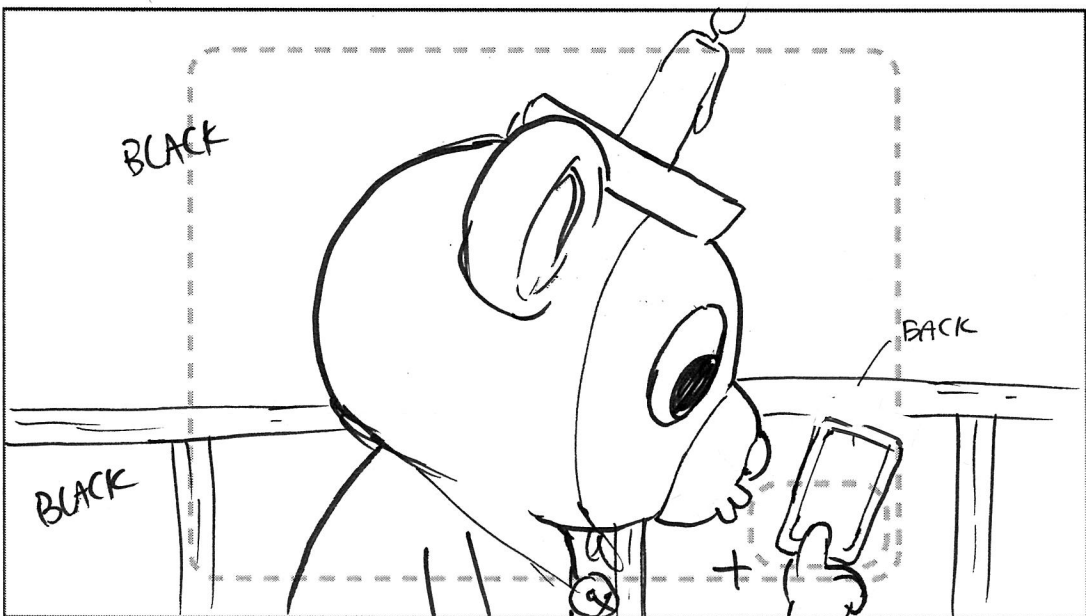
ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog: → (seven) * whistling * →

Action: * See BG reference. [freecell is an actual game and card placement here should conform to freecell rules.]

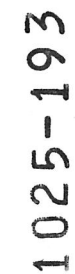
Timing:

EPISODE #

Production :

1025-193

pg. 55

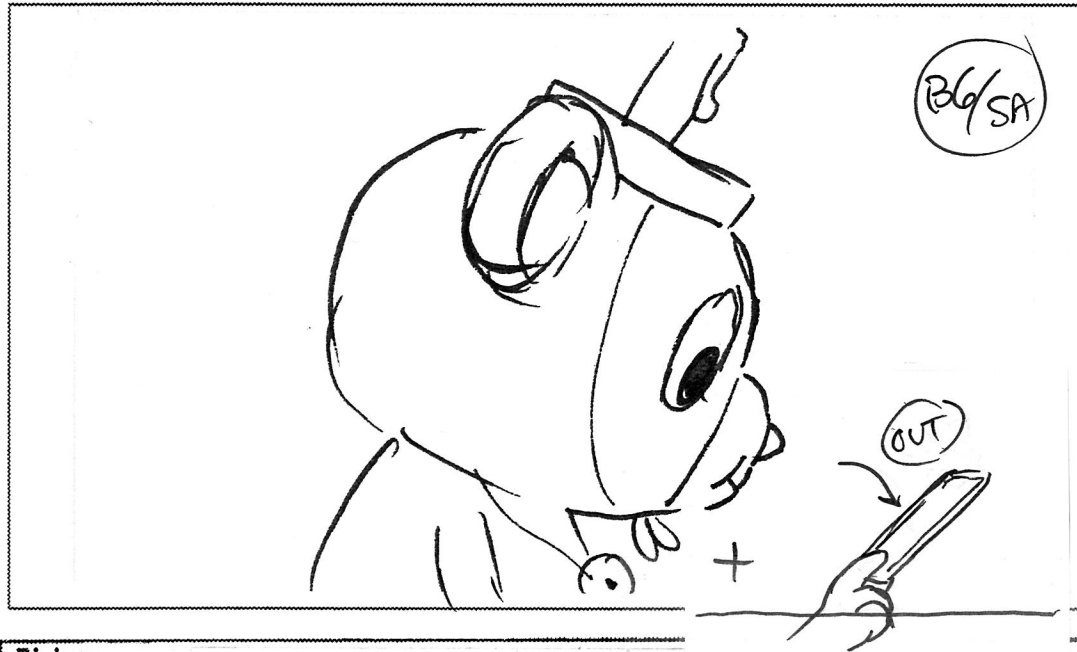


ADVENTURE TIME

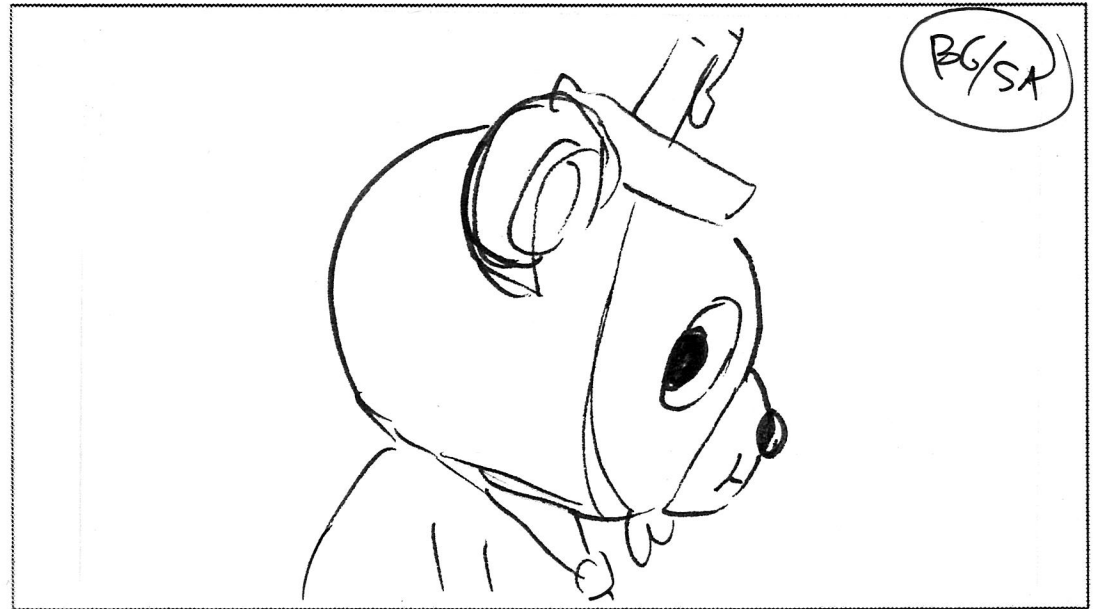


Page 56

Sc. 48 Pnl. B Bg. day night



Sc. 48 Pnl. C Bg. day night



Dialog:

① (Stops whistling)

Action:

② puts card down
as though
punctuation

Timing:

EPISODE #

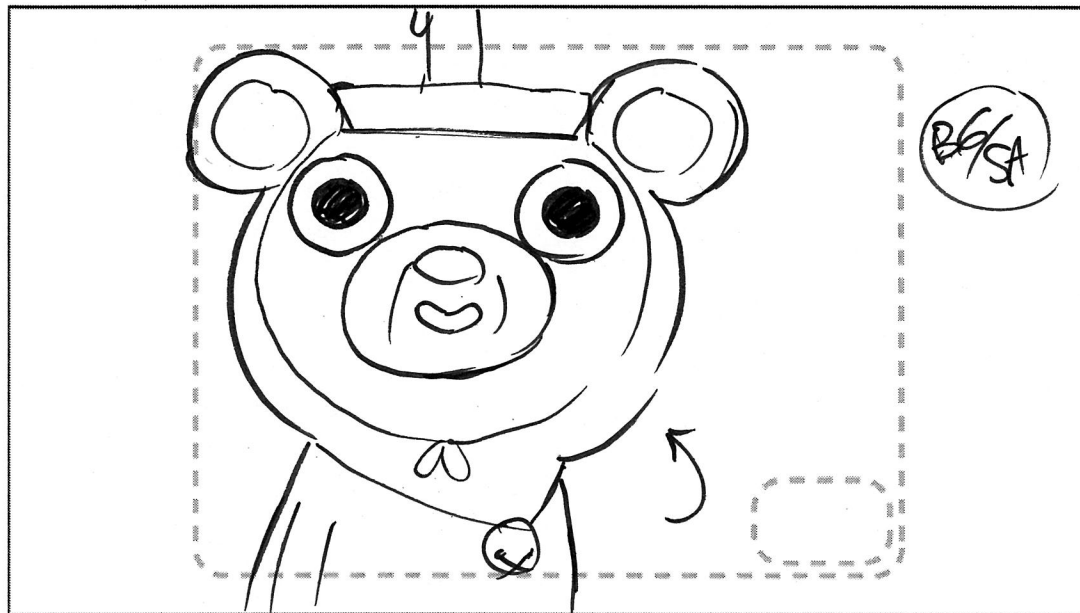
Production :

1025-193

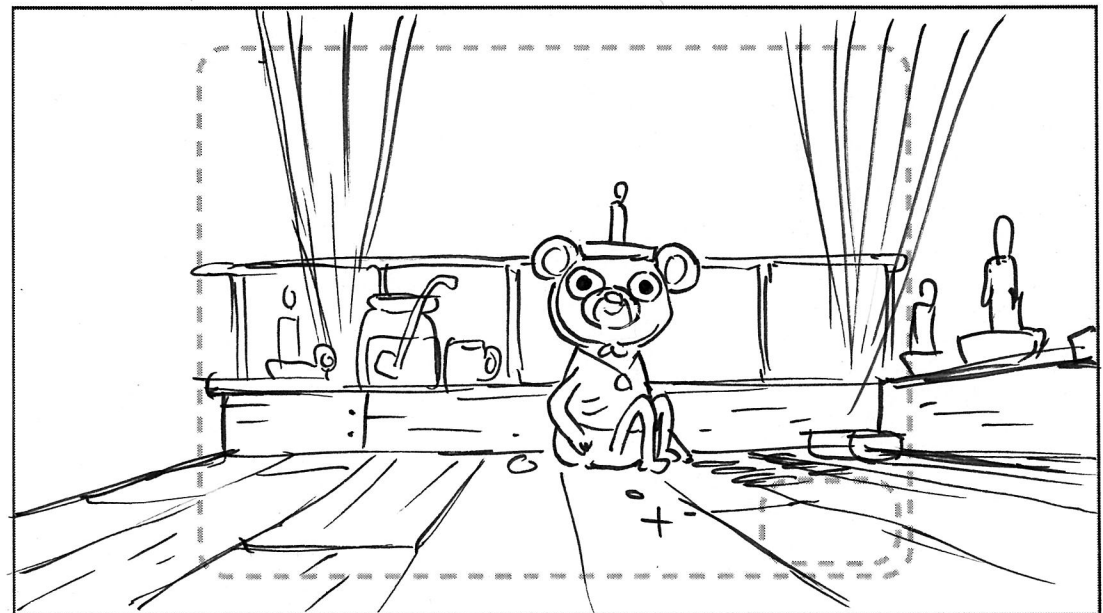
ADVENTURE TIME



Sc. 48 Pnl. D Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog: SEVEN: Oh good - you're awake!

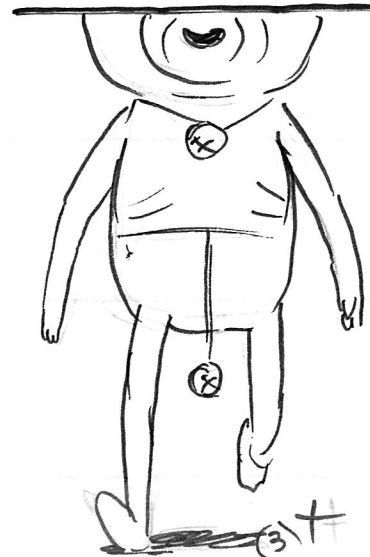
Action:

Timing:

SEVEN: Good good good →



② +

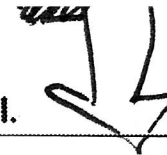
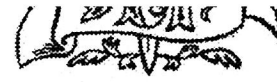


③ +

EPISODE #

Production :

1025-193



Sc. 49 Pnl. B Bg. day night

Sc. 49 Pnl. C Bg. day night

Dialog:	(7) good good	(7) How are you feeling
Action:		
Timing:		

EPISODE #

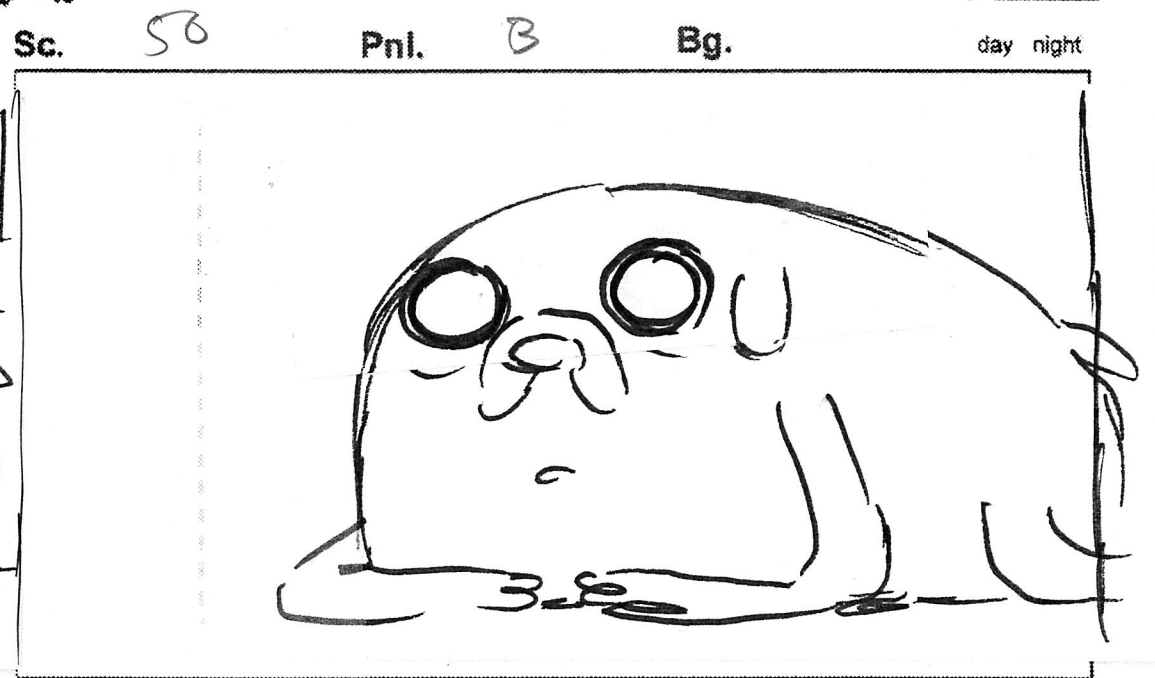
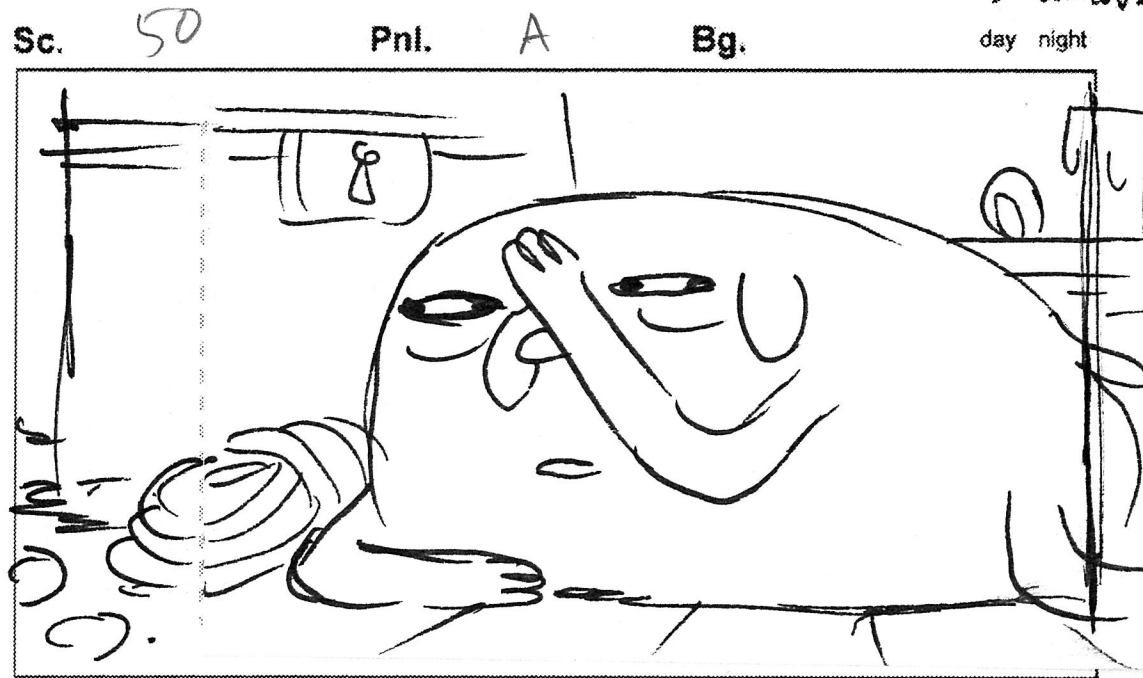
1025-193

Production :

ADVENTURE TIME



Page 59



Dialog:	(J:) mm.. my... cabbage	(S.P.)	(J:) what happened?
Action:	aches a little ...		
Timing:			

1025-193
EPISODE #
Production :

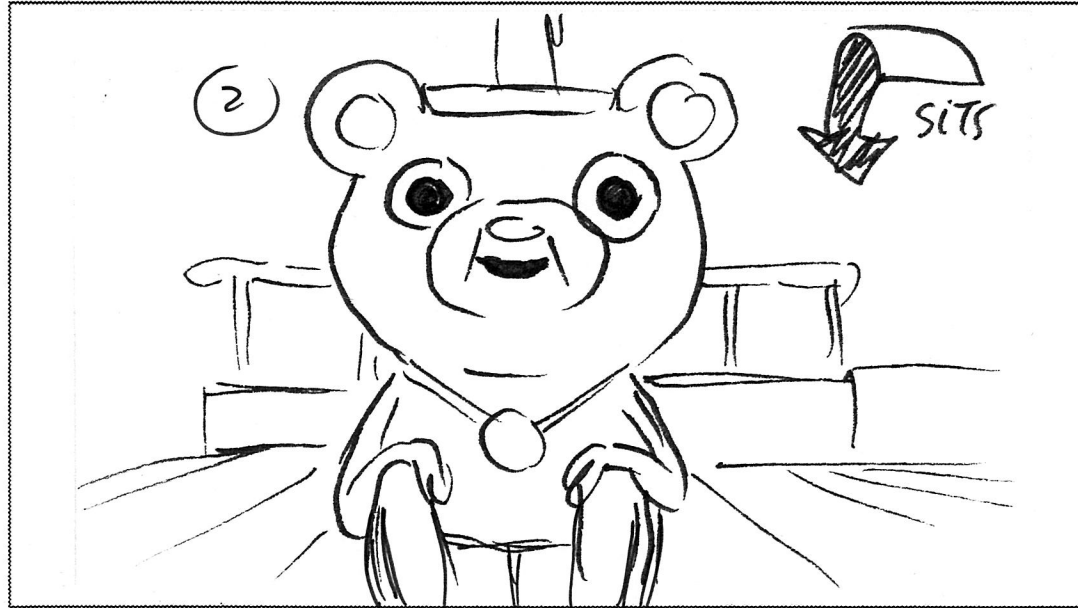
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 60

Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



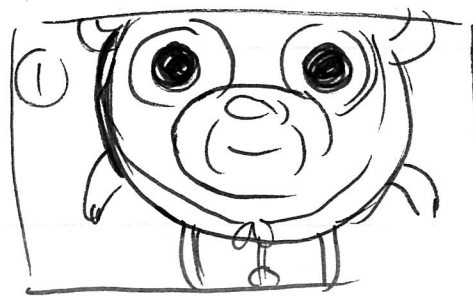
Dialog:

(7:) Well, here I was
playing some freecell,

Action:

Timing:

→ and then: wow -
you fell down
the hole.



EPISODE #

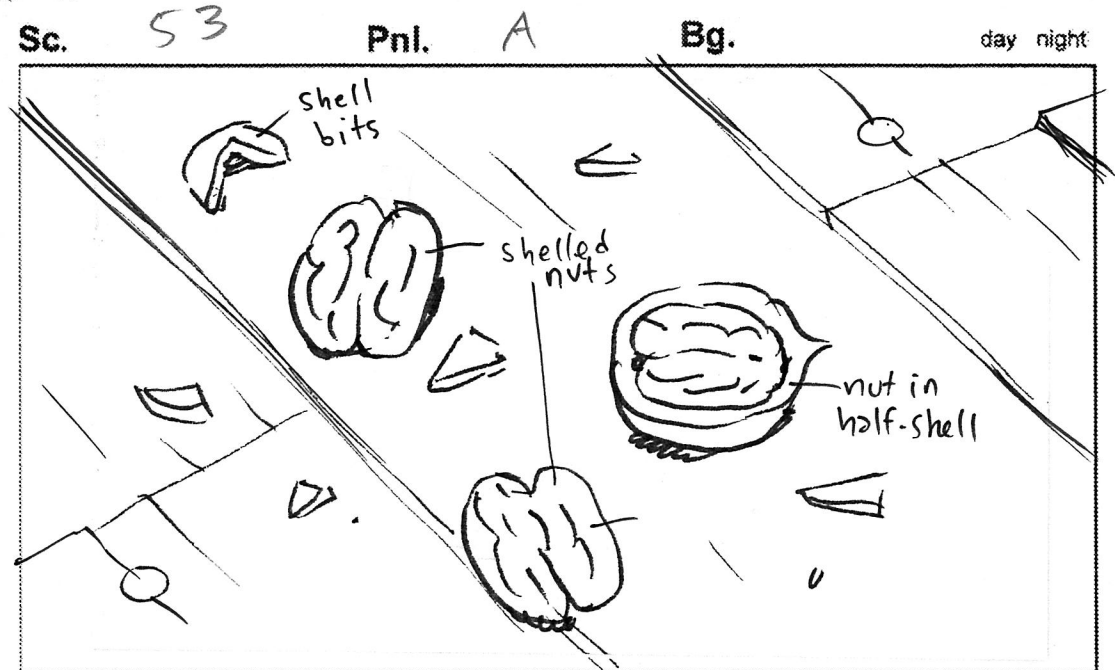
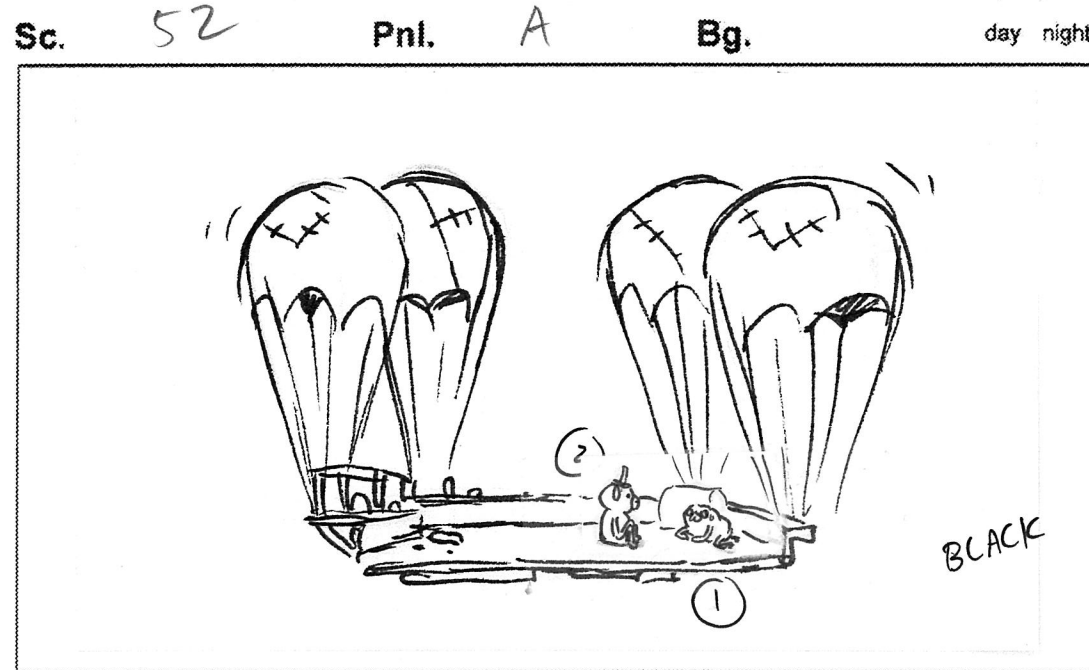
1025-193

Production :

ADVENTURE TIME



61.
Page _____



Dialog:	<p>① You bounced off parachute #2 and landed on 3 old walnuts.</p> <p>H.U. Beat</p> <p>- BEAT -</p>	
Action:		
Timing:	<p>② Jake sits up.</p>	<p>①</p>

EPISODE #

Production :

1025-193

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be used or retransmitted.

ADVENTURE TIME



Page 62

Sc. 54 Pnl. A Bg. day night



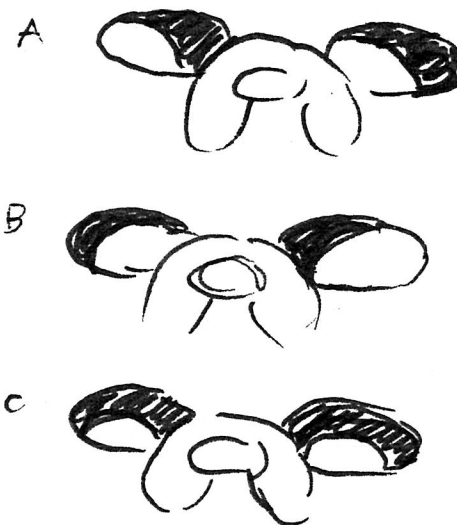
Dialog:

② mm.. wait, ...
 ⑤: ① parachute? ... ② hole...
 ③ walnuts ...
 ④ fell down, .

Action:



Timing:



EPISODE #

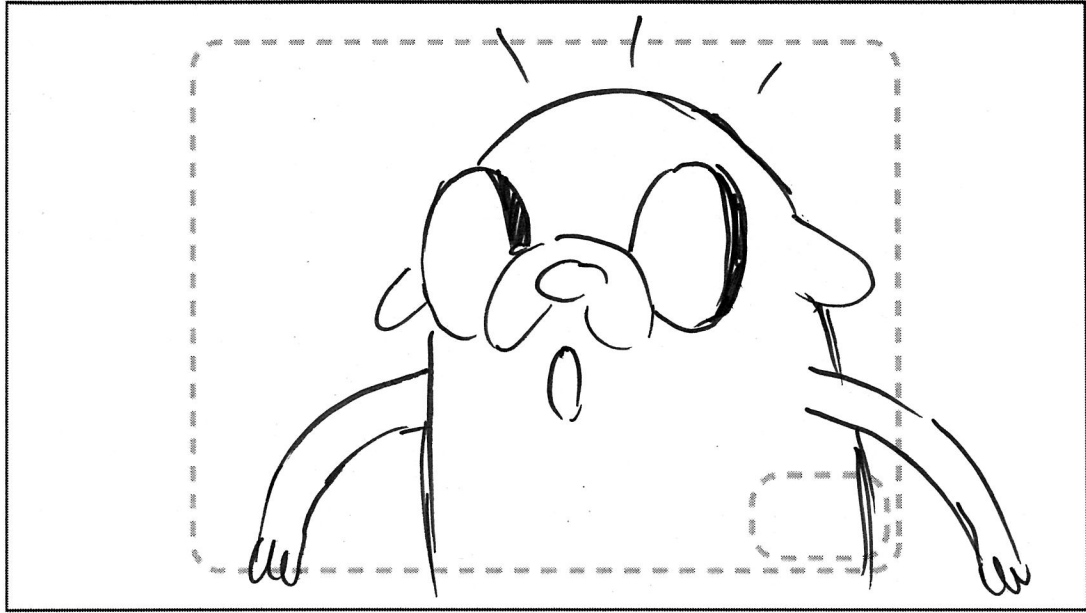
Production :

1025-193

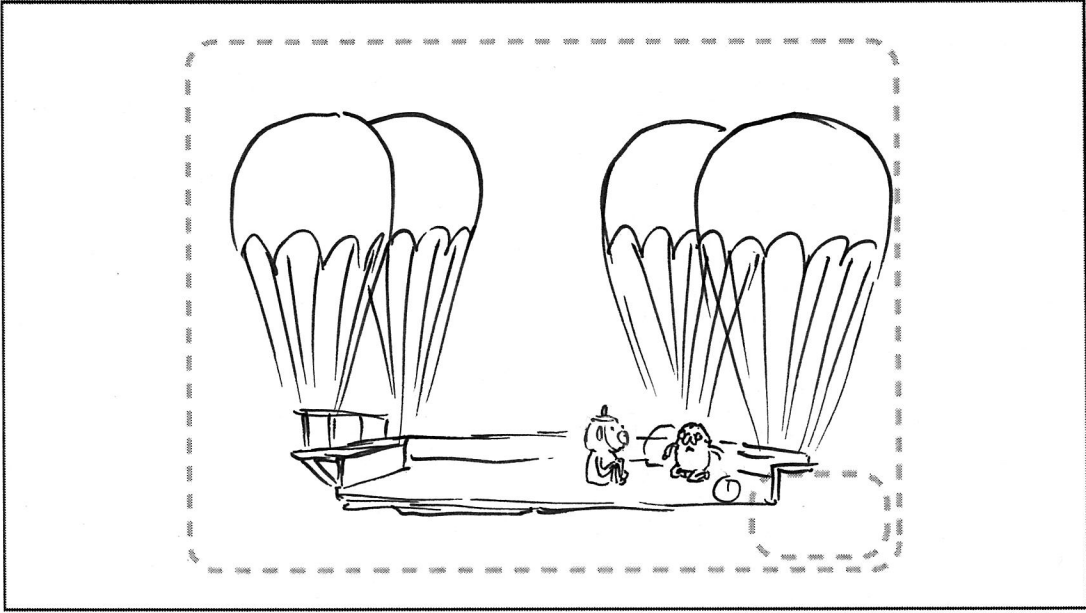
ADVENTURE TIME



Sc. 54 Pnl. B Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog: (J): Wait! → → (J): (2) You mean we're falling right now?

Action:

Timing:



EPISODE #

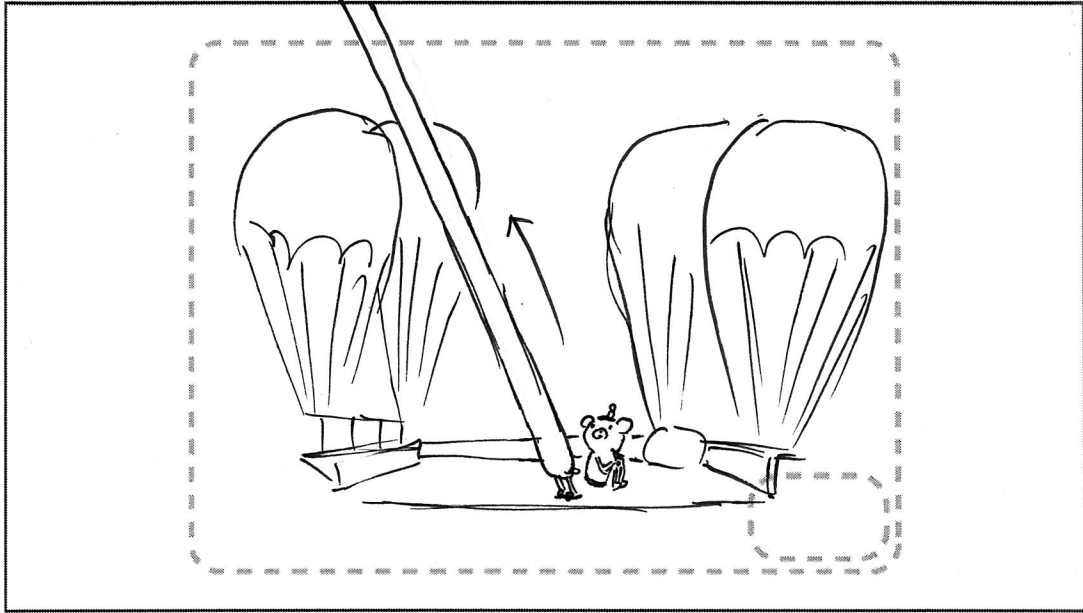
Production :

1025-193

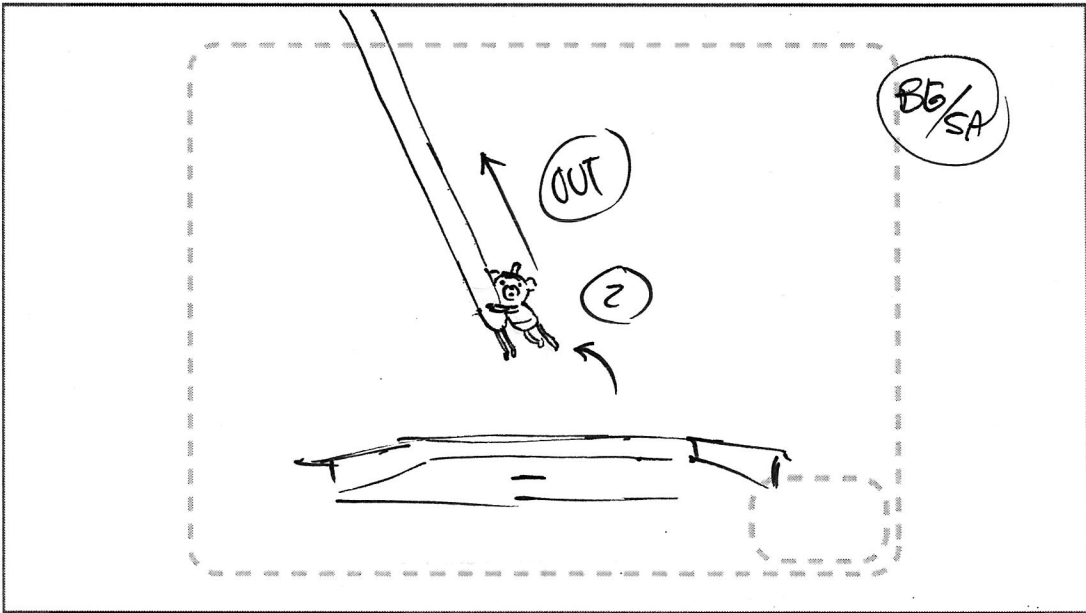
ADVENTURE TIME



Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog: (J) (fast) thanks for your help buddy
but I gotta go!

Action: - Jake stretches offscreen.

Timing:

(Seven) Whoa - hold up, →

- Seven grabs hold of
Jake and rides offscreen.



EPISODE #

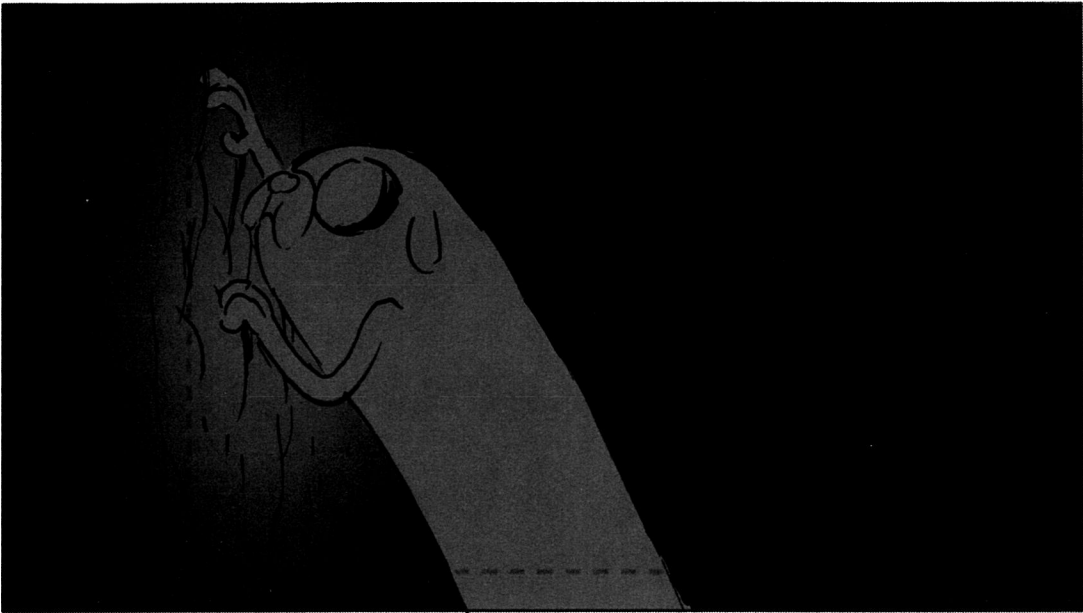
Production :

1025-193

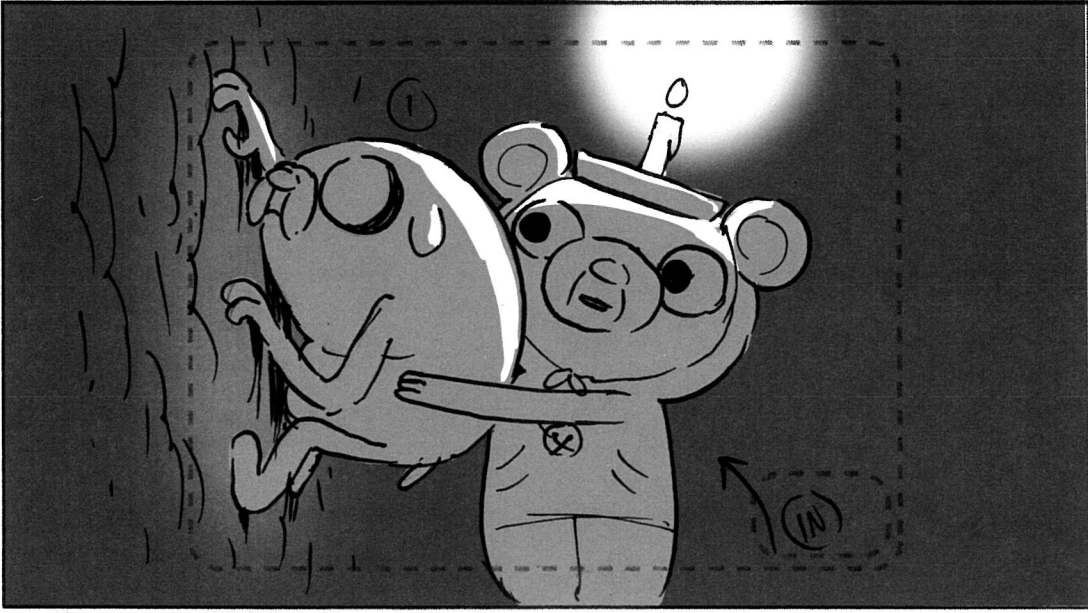
ADVENTURE TIME




Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



Dialog:	SFX: * Streeetch —————→ (Seven:) → what's your hurry?
Action:	Seven stretches in, then speaks.
Timing:	

EPISODE #

Production :

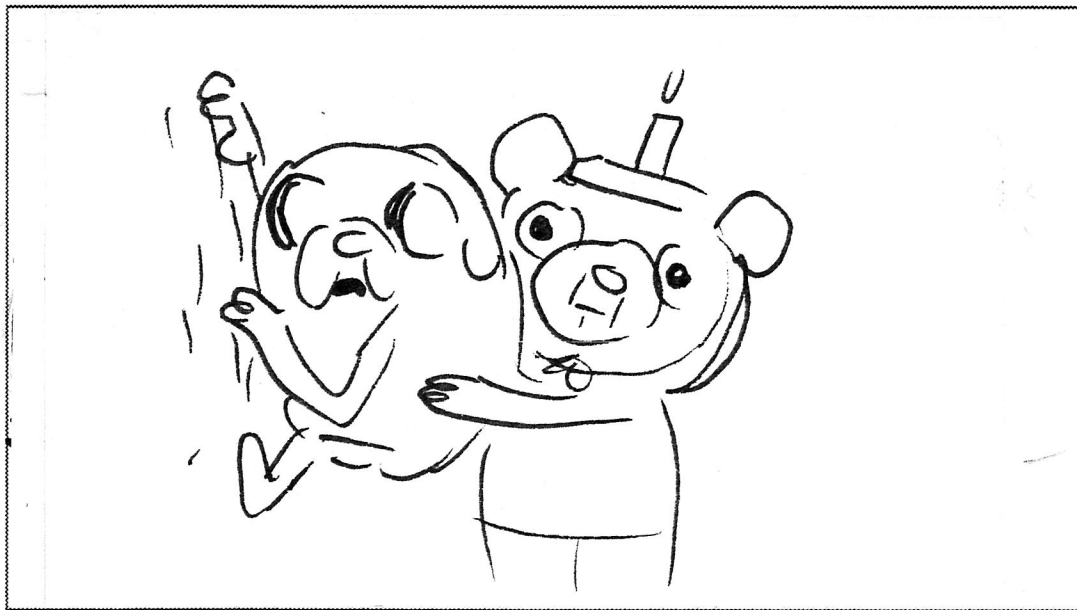
1025-193

ADVENTURE TIME

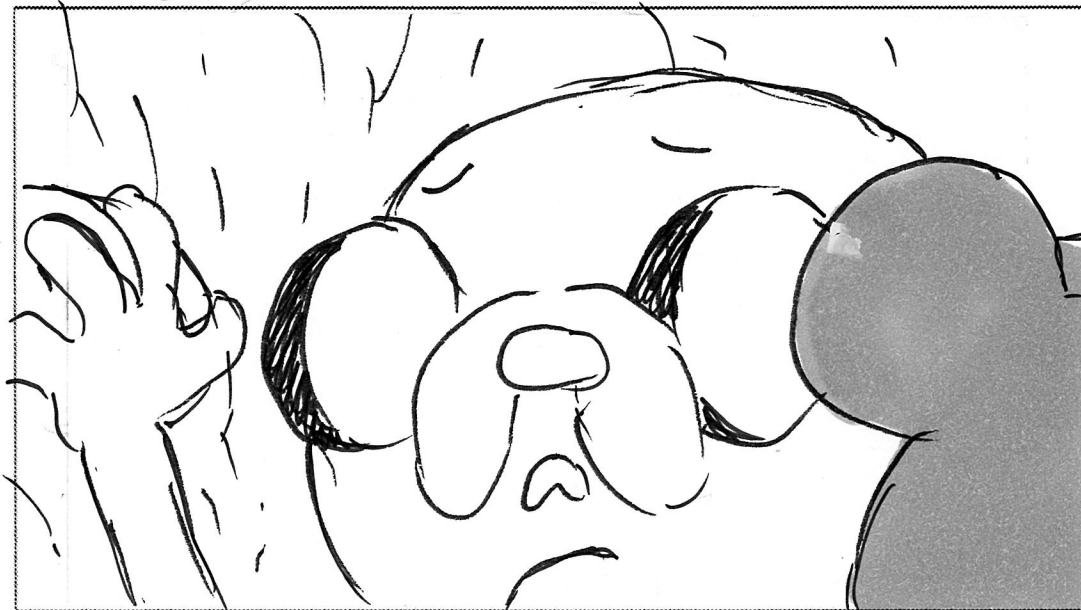


Page 66

Sc. 56 Pnl. C Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(J) my friend's
still up top -
he could be
looking for me -

Action:

Timing:

(J) → or, he could
be in trouble

EPISODE #

Production :

1025-193

ADVENTURE TIME



67

Page _____

Sc. 57 Pnl. B Bg. day night



Sc. 57 Pnl. C Bg. day night



Dialog:	(J) and every second I'm down here	(J) I gotta get back
Action:	I'm falling further away!	
Timing:		

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and material is subject to the studio, design and or used in any manner, except for production purposes, and may not be used or transferred.

1025-193

EPISODE #

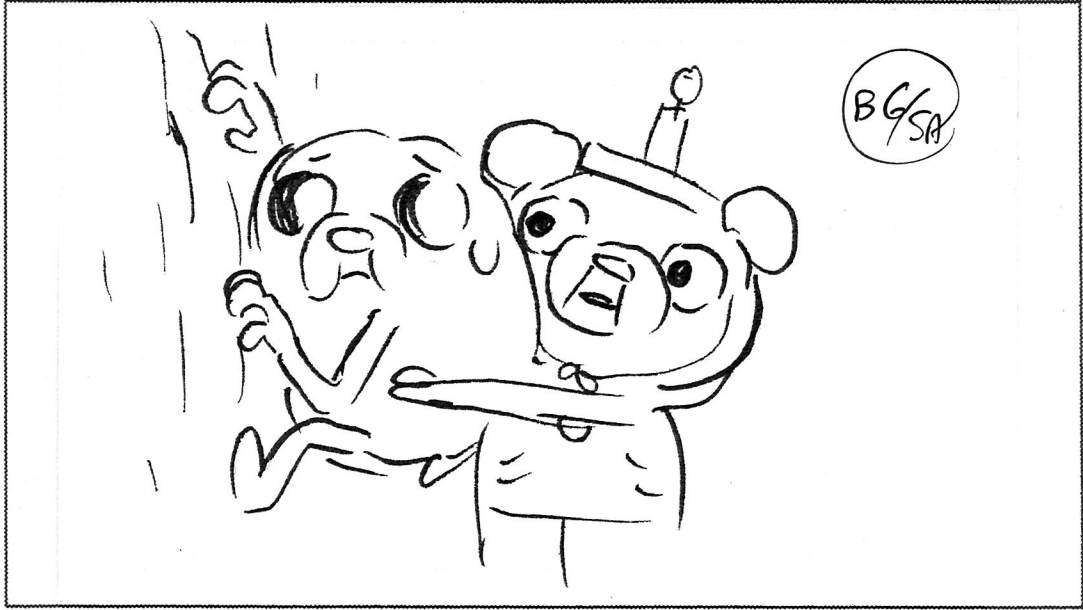
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

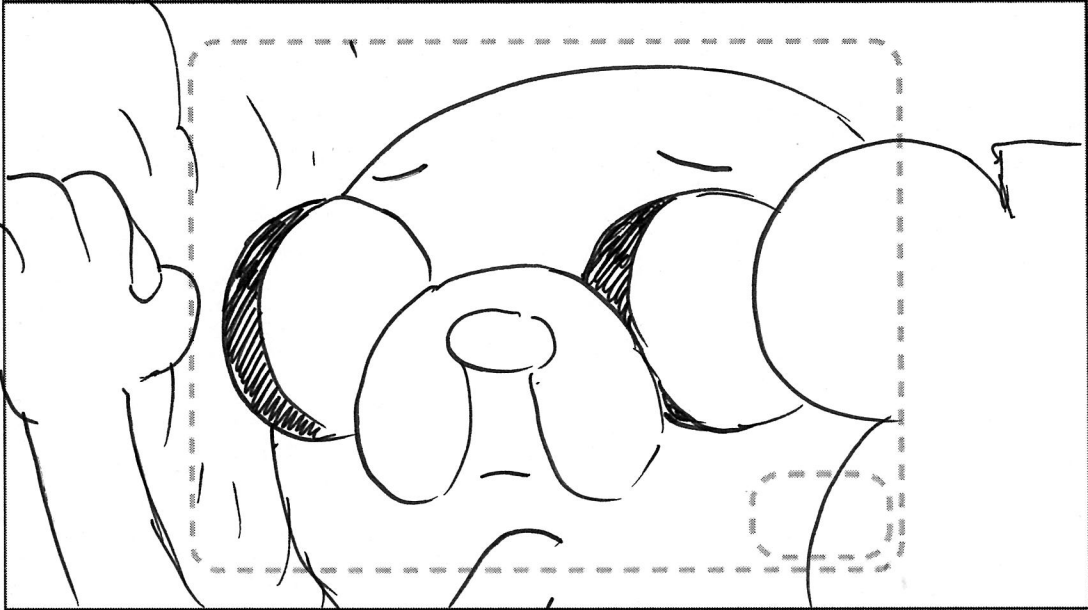
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:	(Seven:) hm- I think that's a pretty bad idea, →	- BEAT -
Action:		
Timing:		

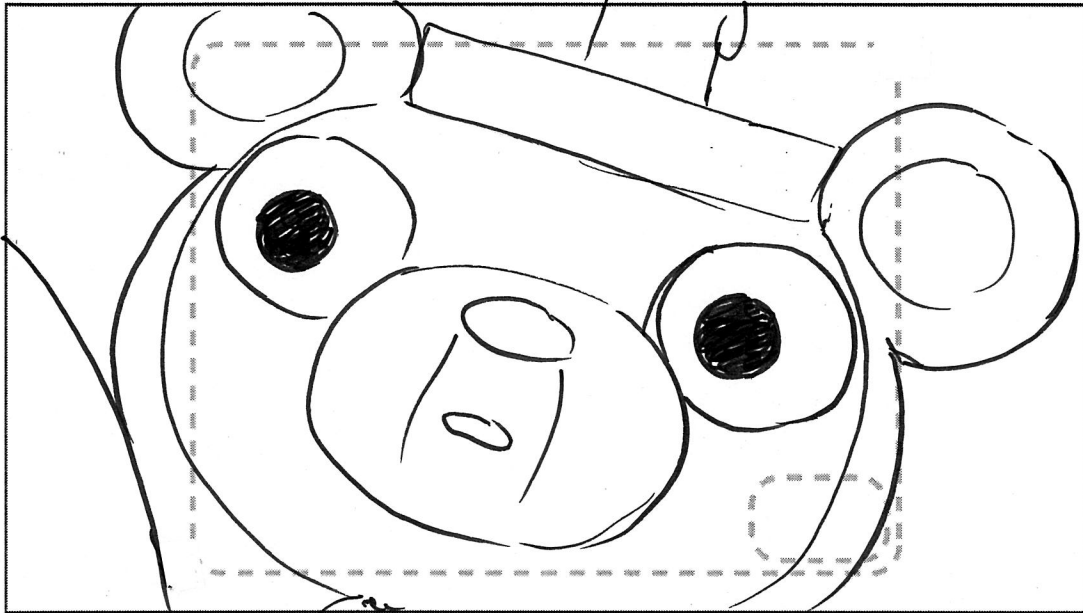
do we need
this reaction
shot?...
not sure...
-Tom

EPISODE # 1025-193
Production :

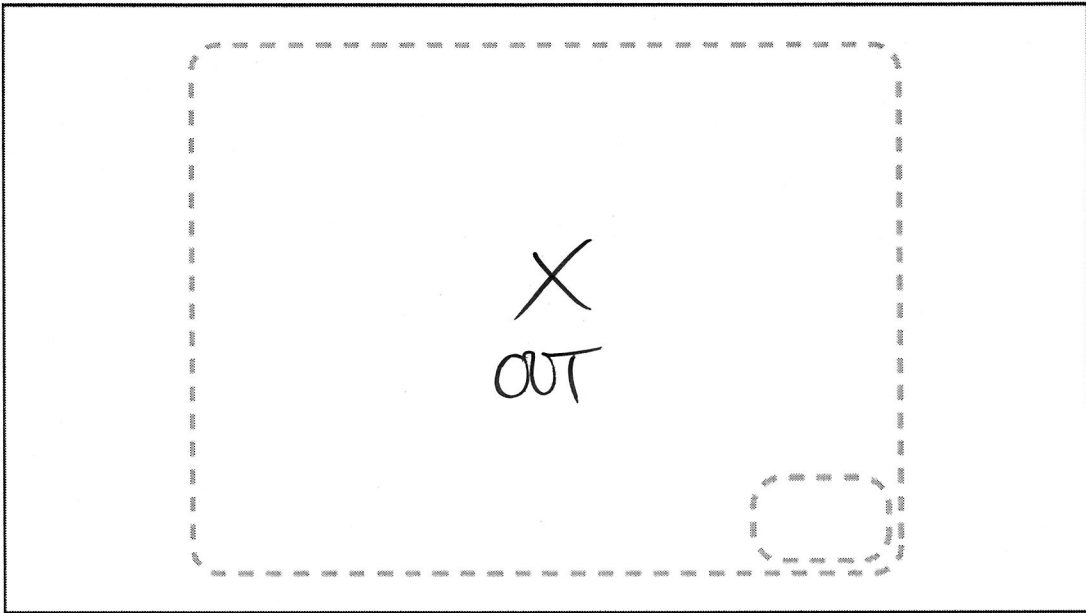
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(Seven:) You were unconscious while you were falling, remember?
Action:	
Timing:	

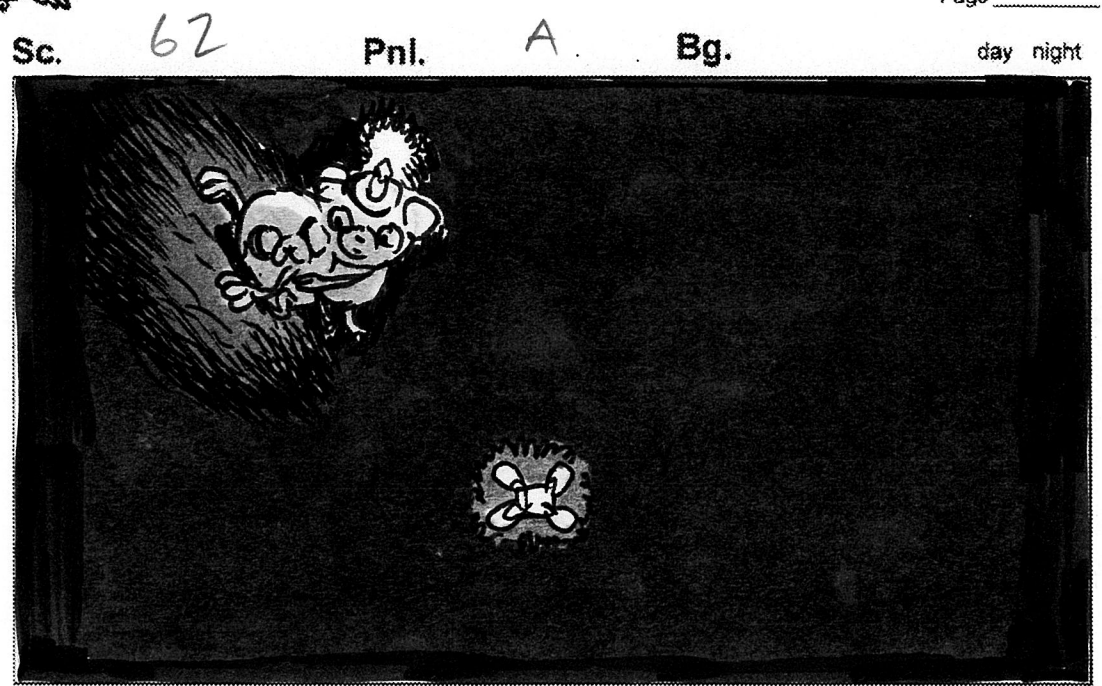
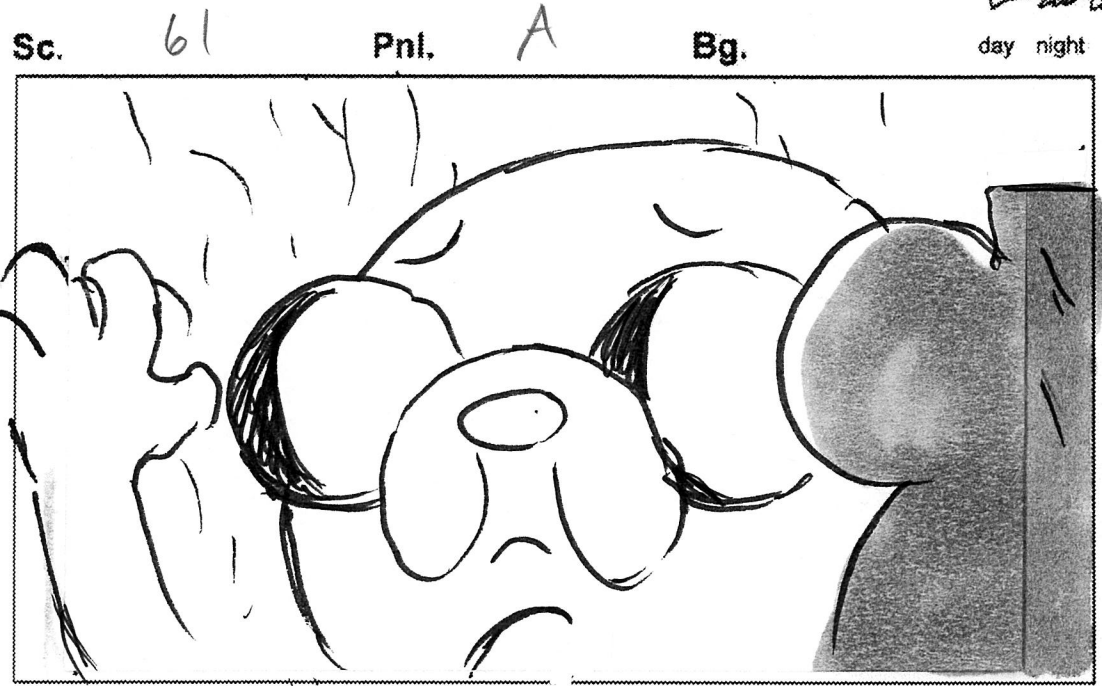
EPISODE #

Production :

ADVENTURE TIME



Page 70



Dialog:	(7) (OS) So you might have been falling for weeks, or even months.	(7): → trust me, it's possible - this is a very deep hole.
Action:		- platform doesn't sink
Timing:		

EPISODE #

Production :

1025-193

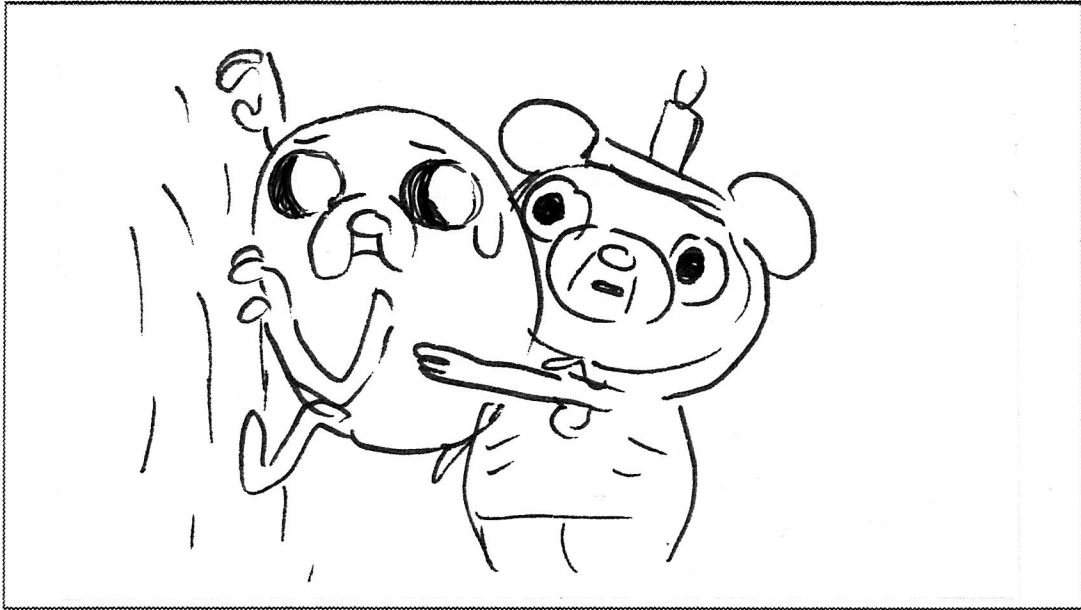
© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

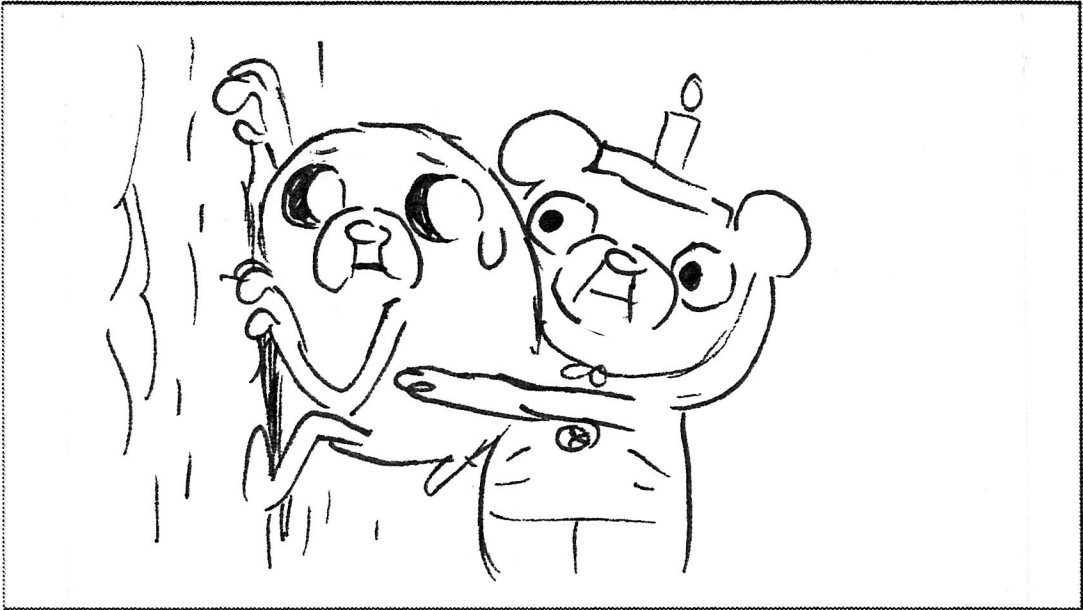


Page 71

Sc. 63 Pnl. A Bg. day night



Sc. 63 Pnl. B Bg. day night



Dialog:

(7:) If you try to
climb out, you
could
run out of food

Action:

Timing:

(J:) But - I've
gotta do
something...

EPISODE #

Production :

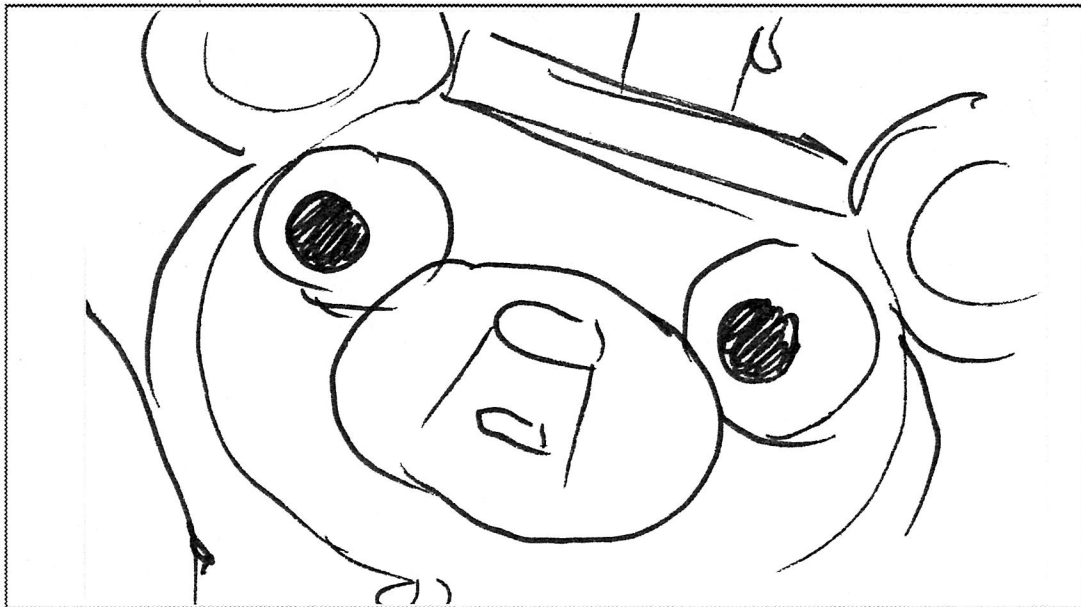
1025-193

ADVENTURE TIME



Page 72

Sc. 64 Pnl. A Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

SEVEN: Well, I feel like
you should probly
not starve to death,
→

Action:

Timing:

SEVEN OS → so that
when your friend
comes looking you're
still alive.

EPISODE #

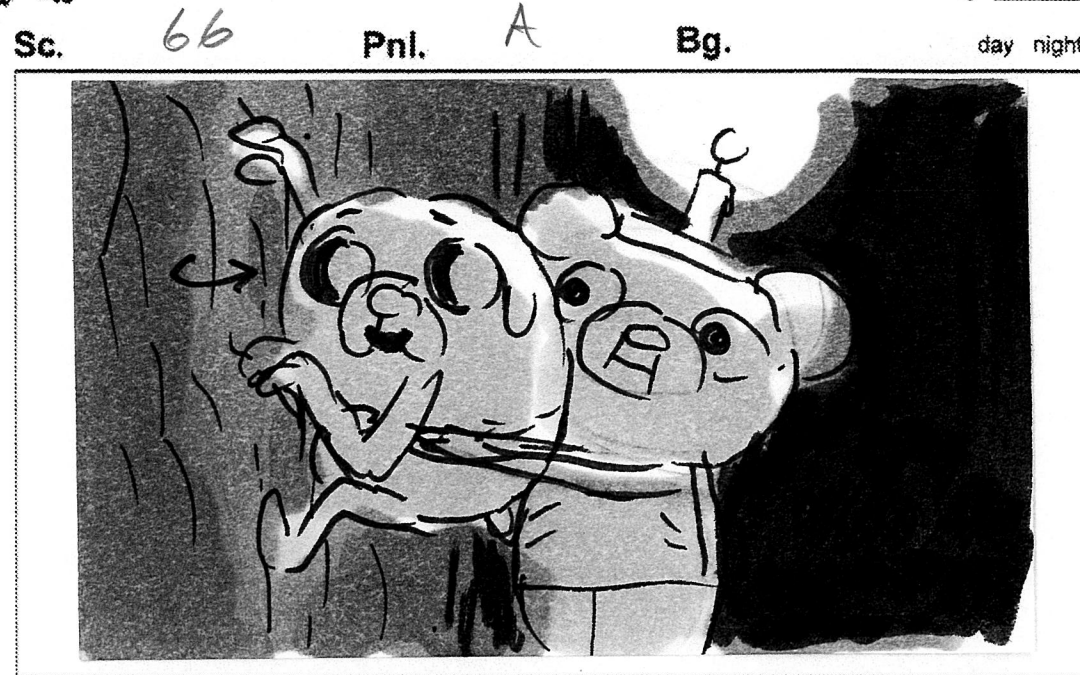
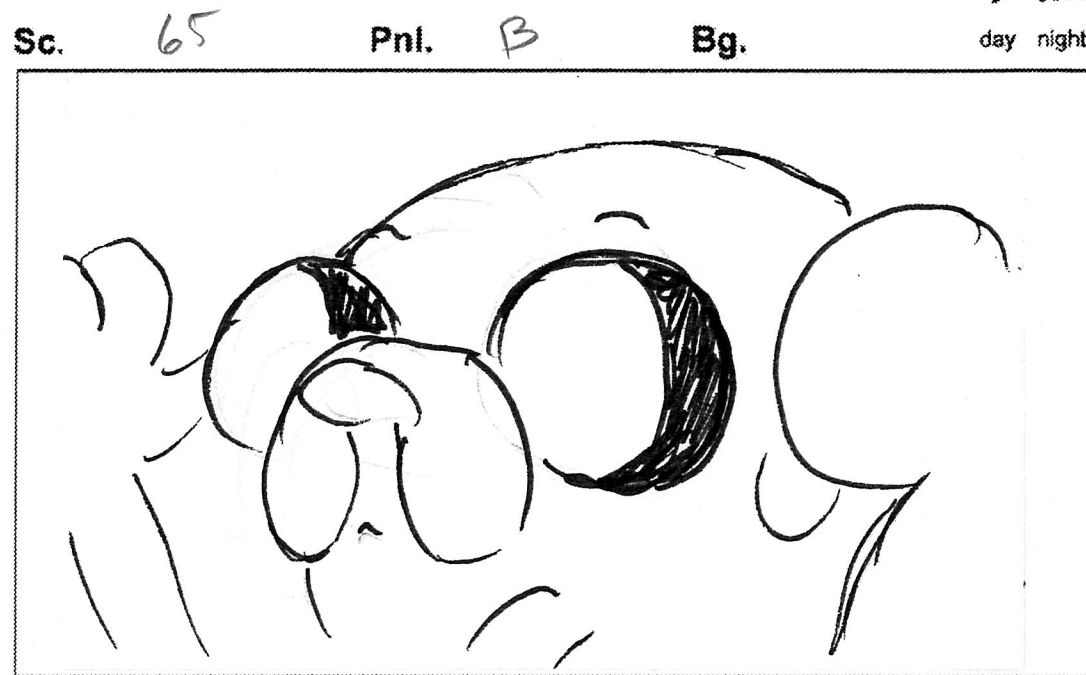
Production :

1025-193

ADVENTURE TIME



Page 73



Dialog:

(J:) Hmm...

Action:

Timing:

(J:) y'know I think you're right.



Production :

EPISODE #

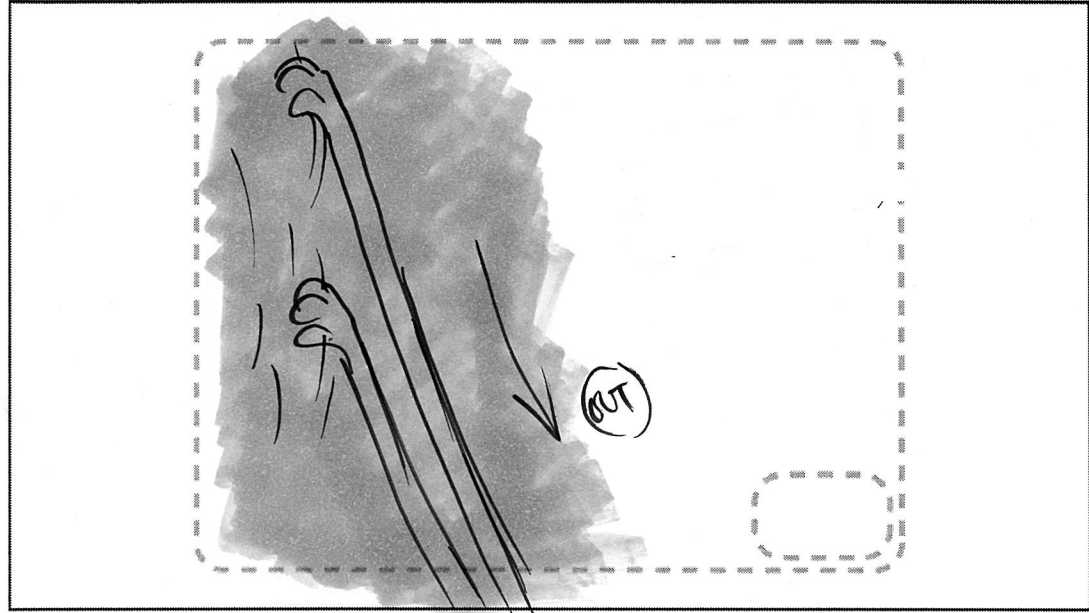
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

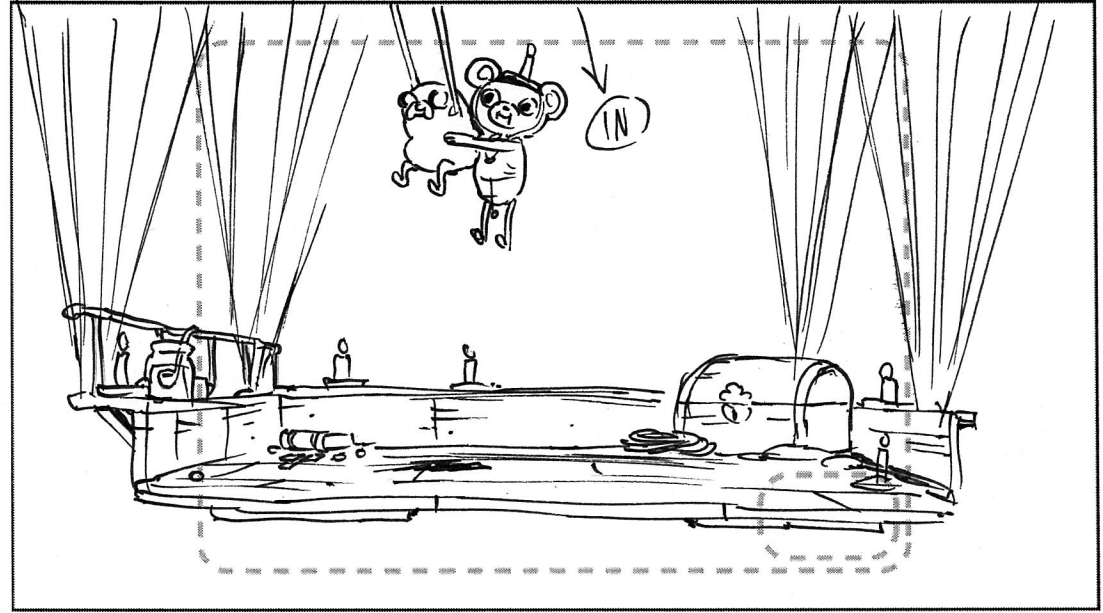
ADVENTURE TIME



Sc. 66 Pnl. B Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	(JAKE:) Finn is a pretty heroic kid, I gotta admit. →	(J:) He'll probly be here in half a gif. [hard "G", like "gift"]
Action:	- rimlights fade, screen gets dark again w/ no candle light.	- Jake Stretches into screen.
Timing:		

EPISODE #

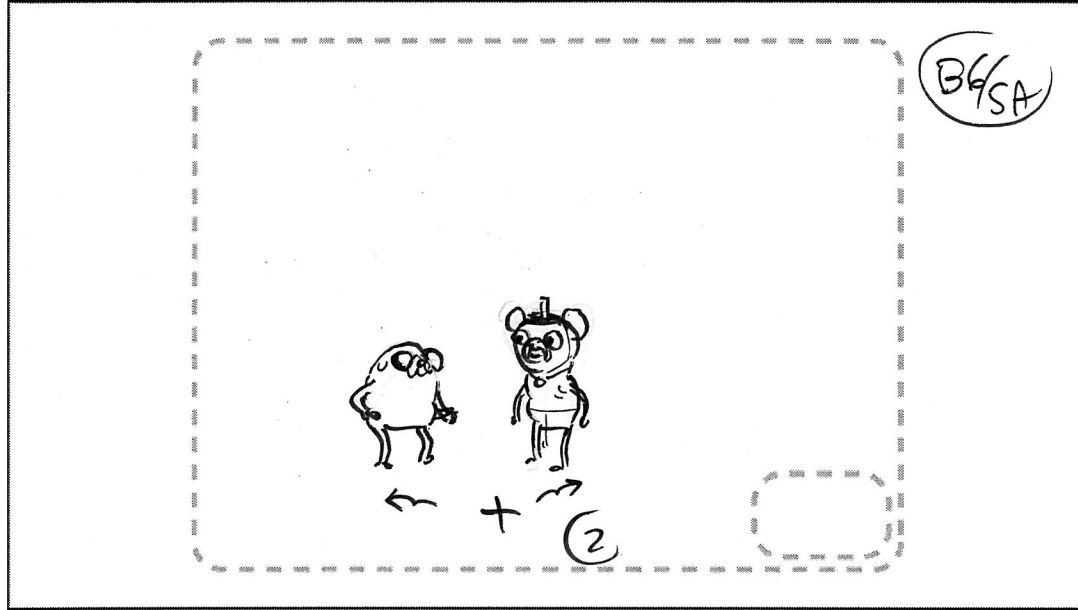
Production :

1025-193

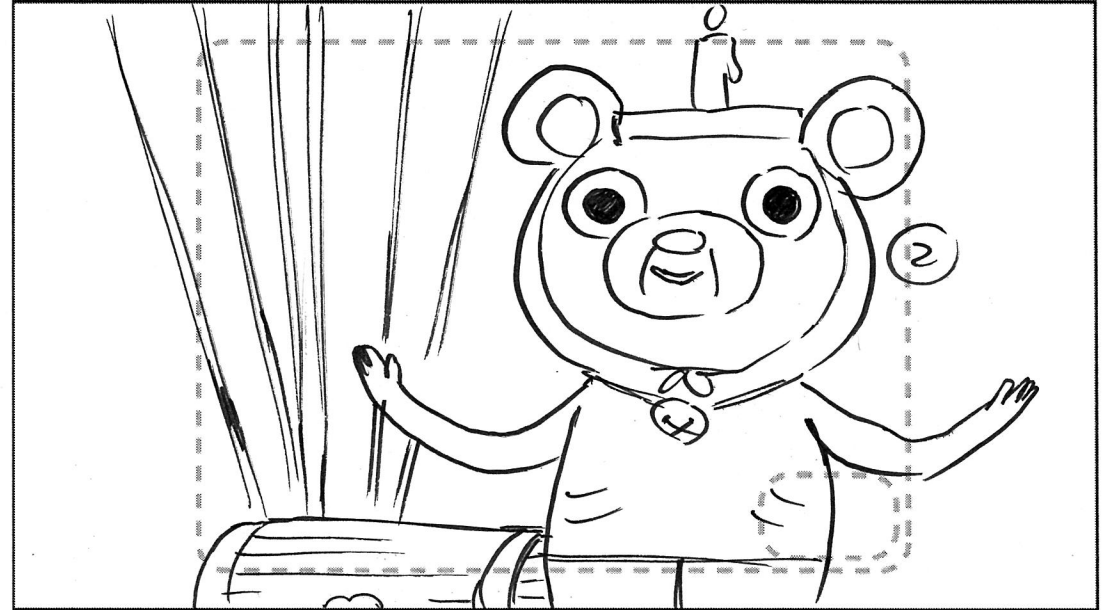
ADVENTURE TIME



Sc. 67 Pnl. B Bg. day night

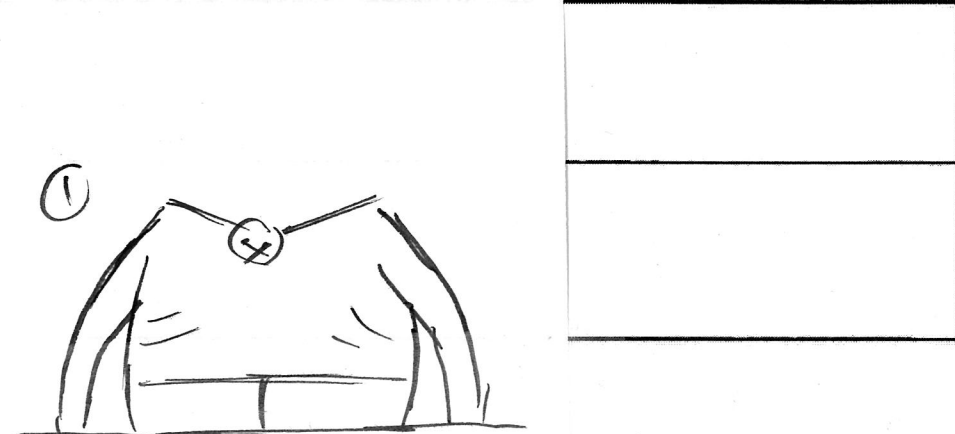
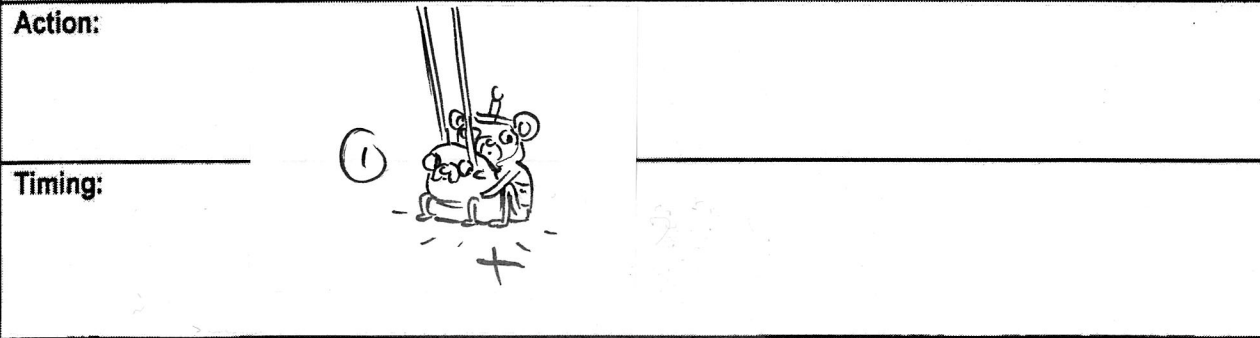


Sc. 68 Pnl. A Bg. day night



Dialog: (SEVEN) (2) Oh good good - I hope so. →

(SEVEN:) Til then, please make yourself at home, →



EPISODE #

Production :

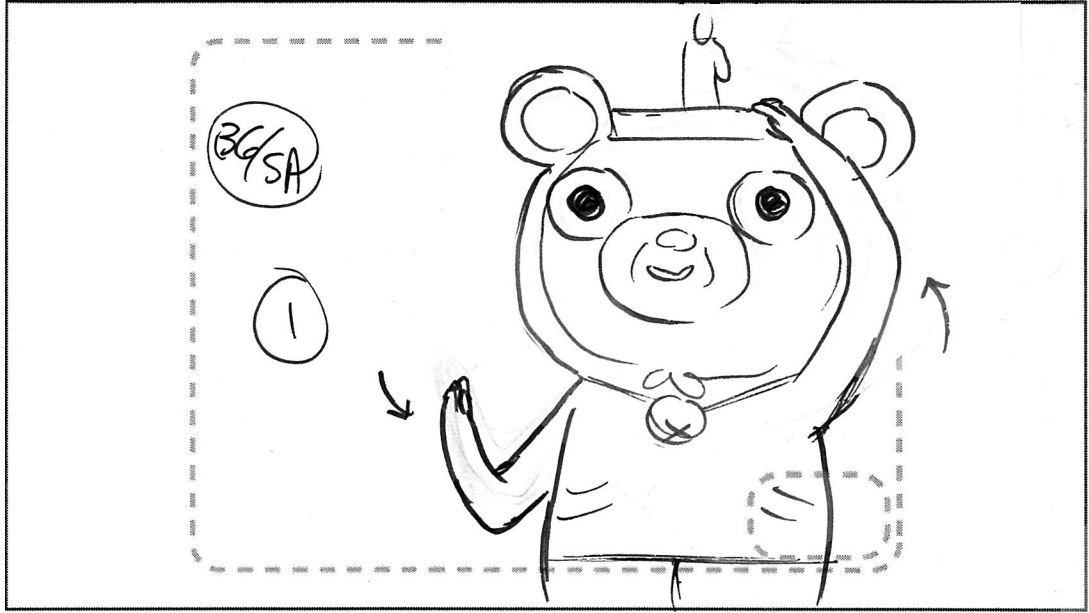
1025-193

ADVENTURE TIME

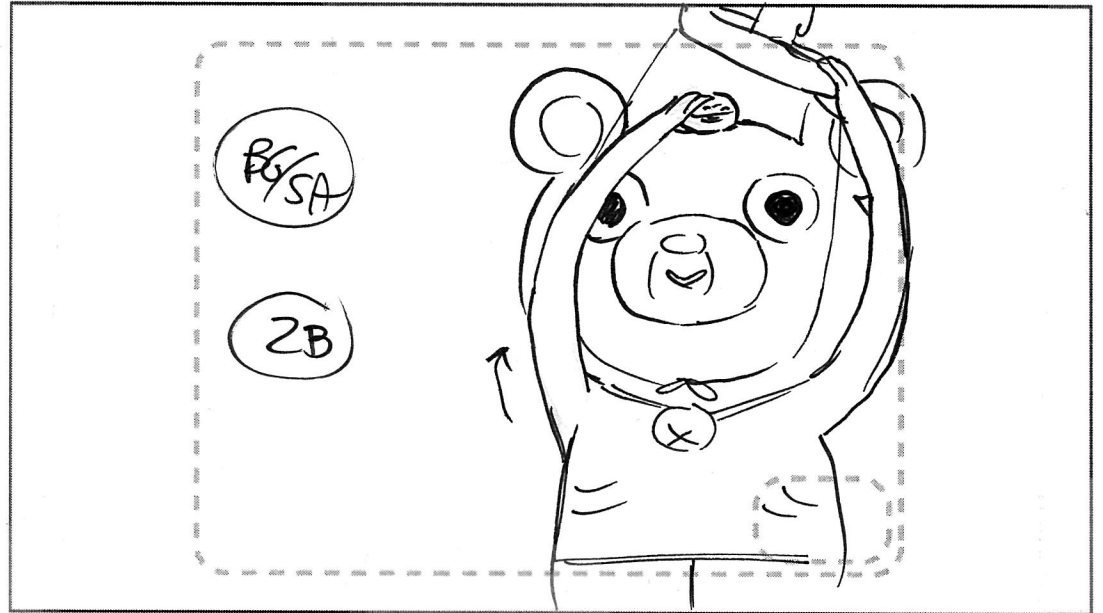


Page 76

Sc. 68 Pnl. B Bg. day night



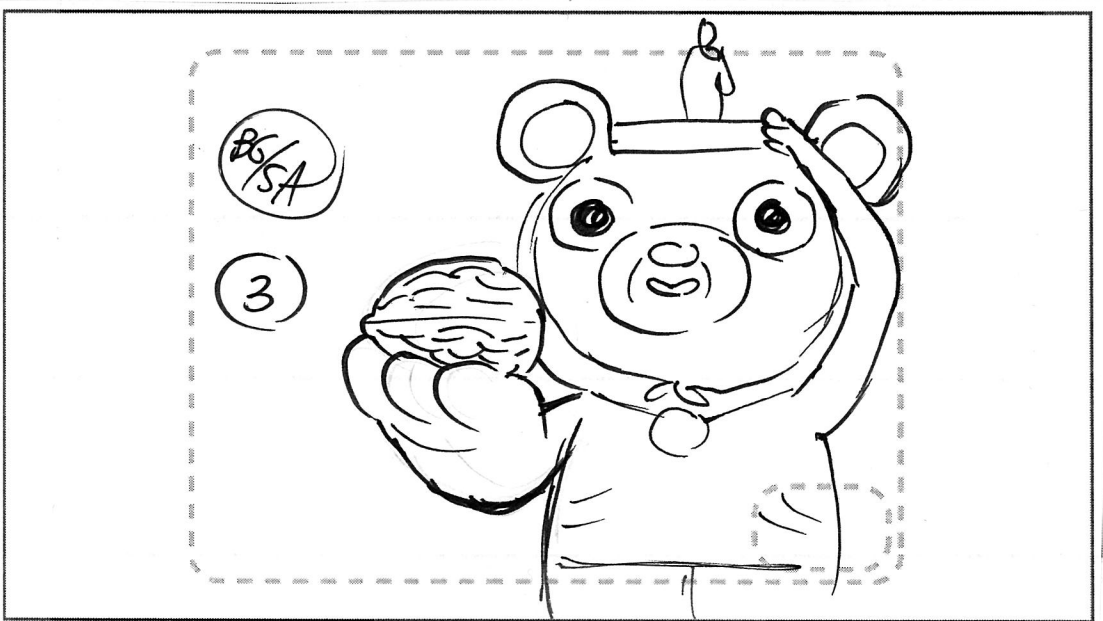
Sc. 68 Pnl. C Bg. day night



Dialog: SEVEN: Here, have a walnut.

Action: - Seven offers Jake a walnut

Timing:



EPISODE #

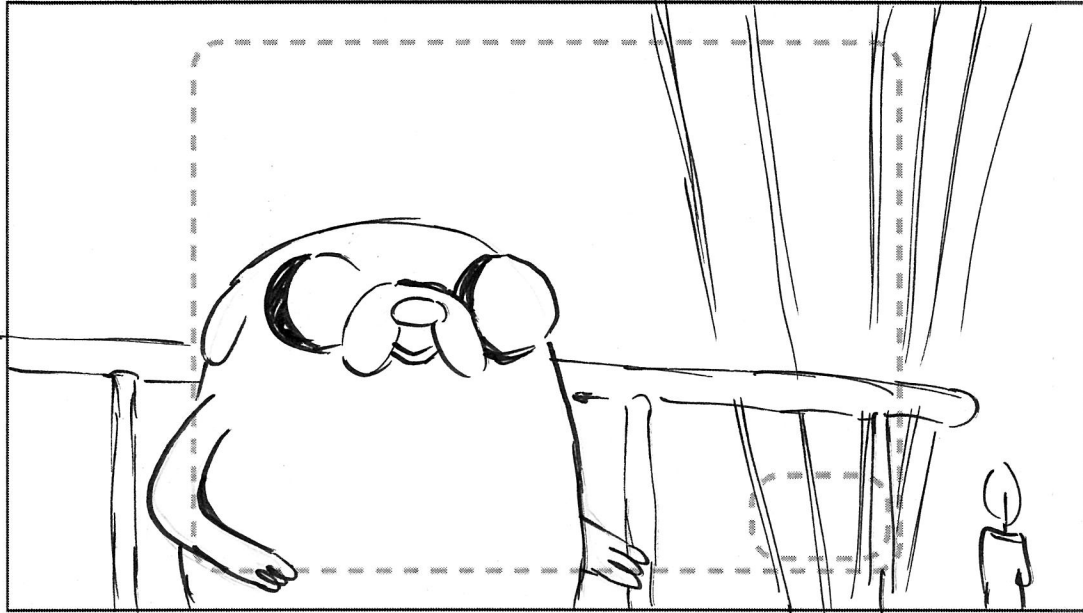
Production :

1025-193

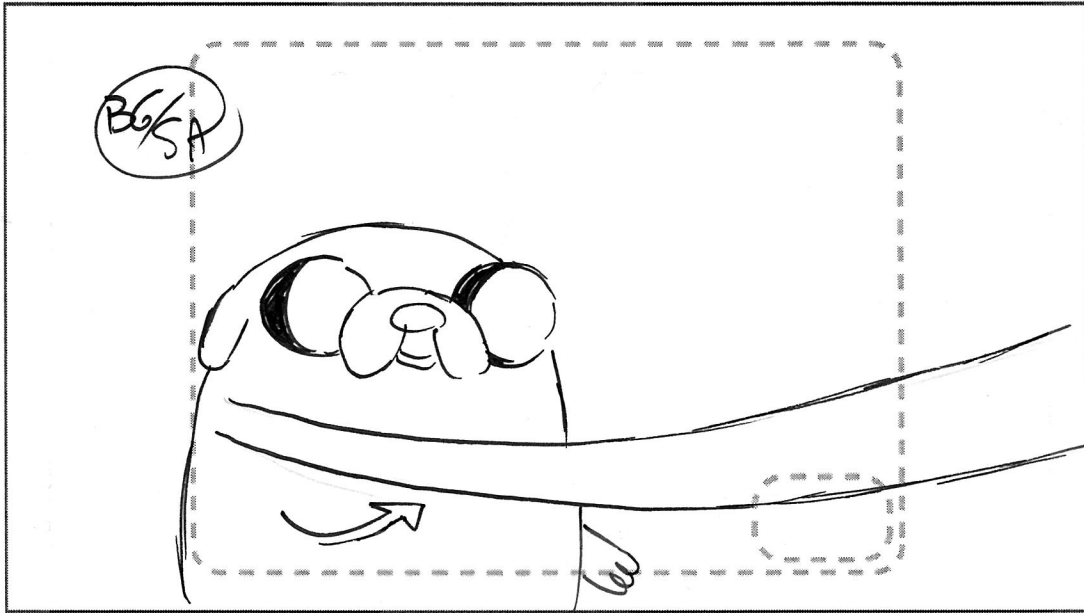
ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 69 Pnl. B Bg. day night



Dialog:	(JAKE) Thanks man, →
Action:	-Jake takes walnut from Seven, offscreen.
Timing:	

EPISODE #

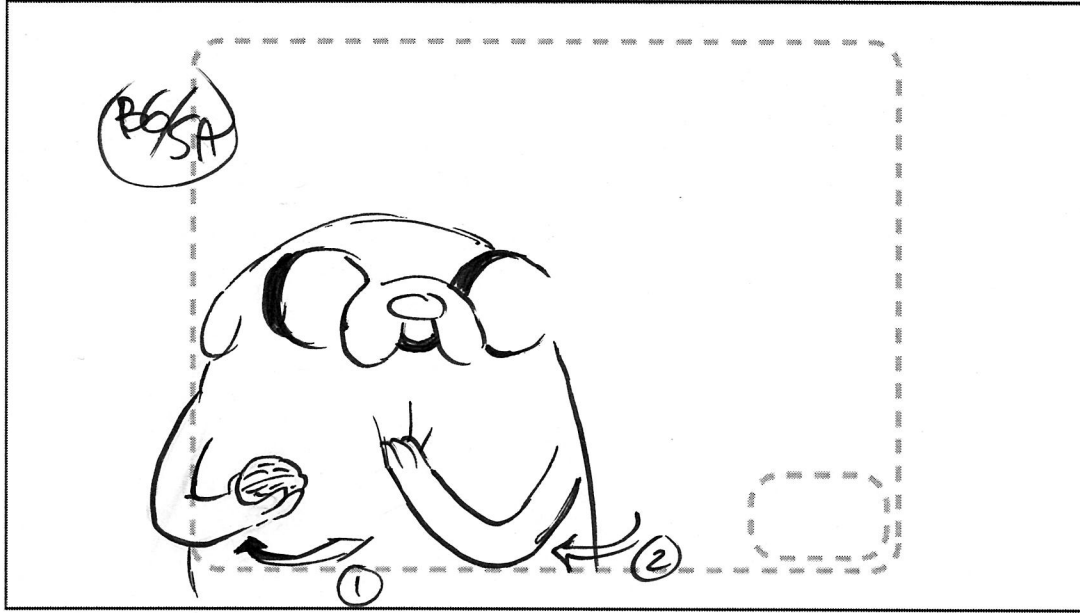
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

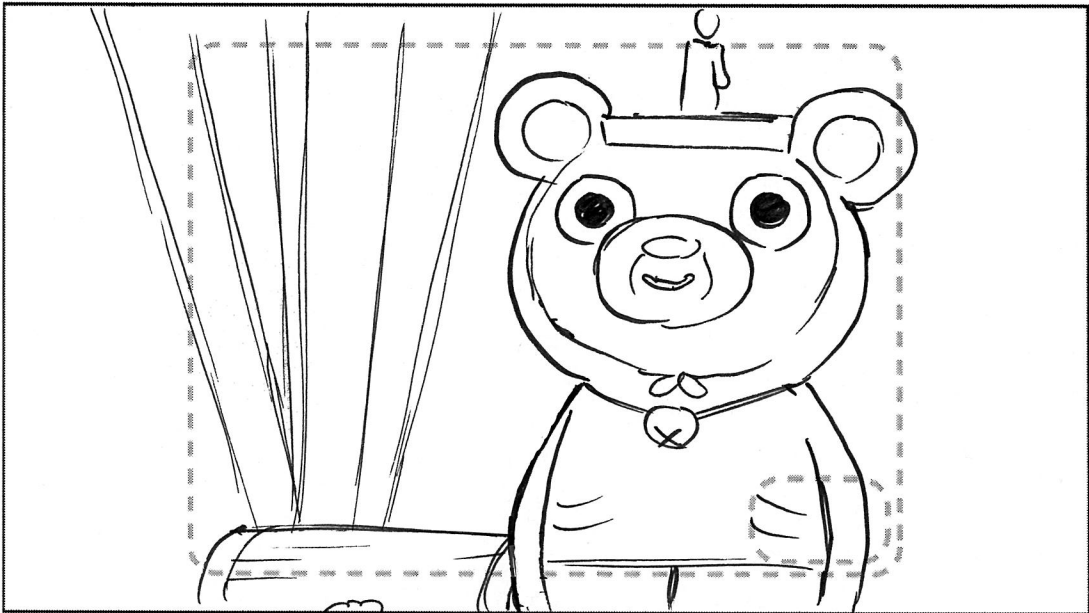
ADVENTURE TIME



Sc. 69 Pnl. C Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog: (JAKE) → I'm Jake by the way. (SEVEN) Hi Jake -- I'm 7718.

Action:

Timing:

EPISODE #

Production :

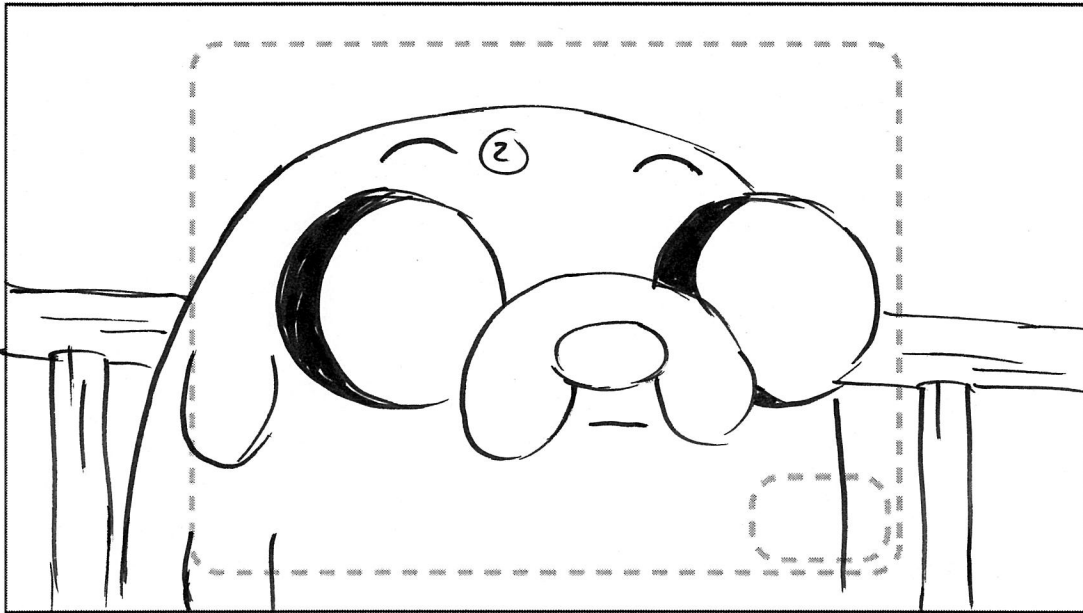
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

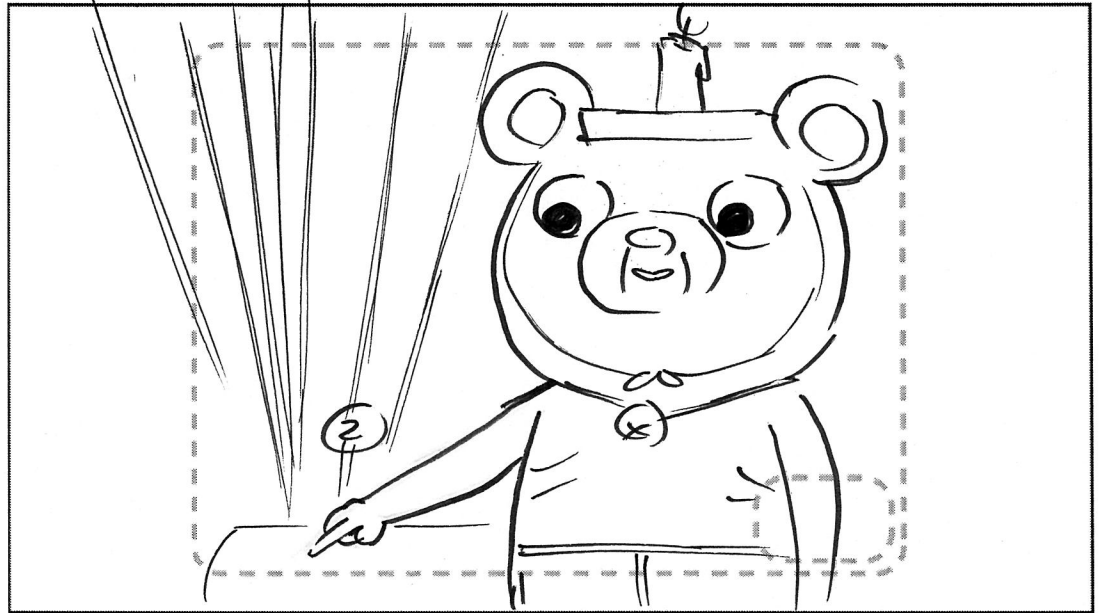
ADVENTURE TIME



Sc. 71 Pnl. A Bg. day night

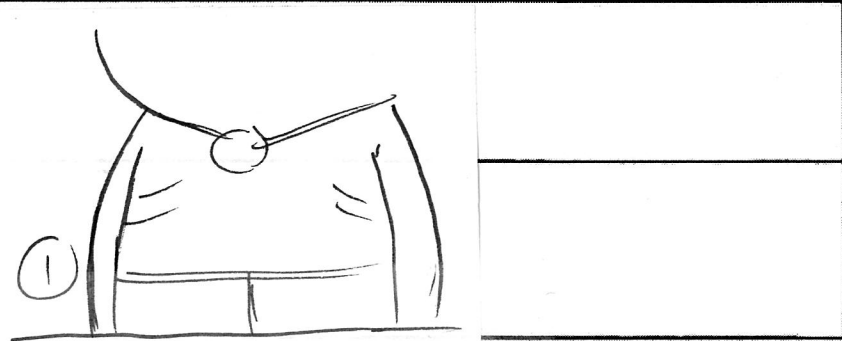
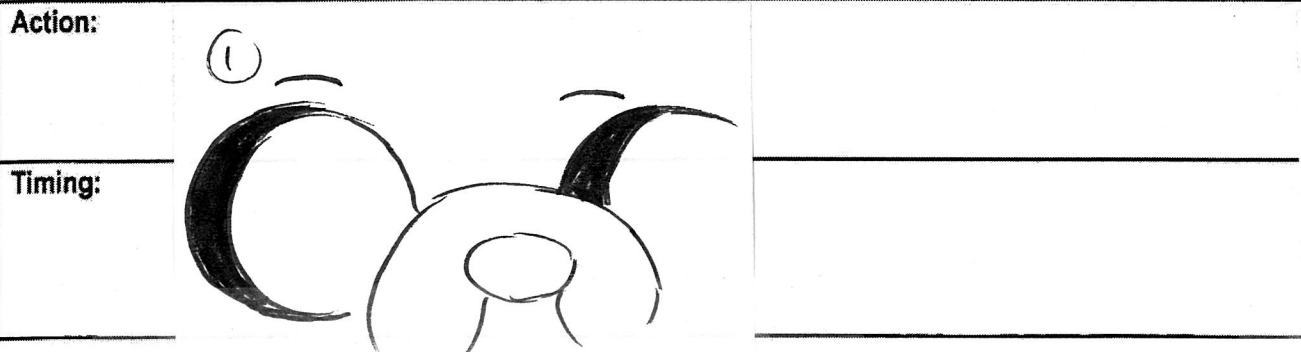


Sc. 72 Pnl. A Bg. day night



Dialog: (SEVEN) (GS) (3): Strange name, I know -
but I'm pretty sure, →
(ALT:) Strange name, right - but I'm pretty sure, →

(SEVEN) See I carved it in
the floor when I first
got down here, →



EPISODE #

Production :

1025-193

ADVENTURE TIME

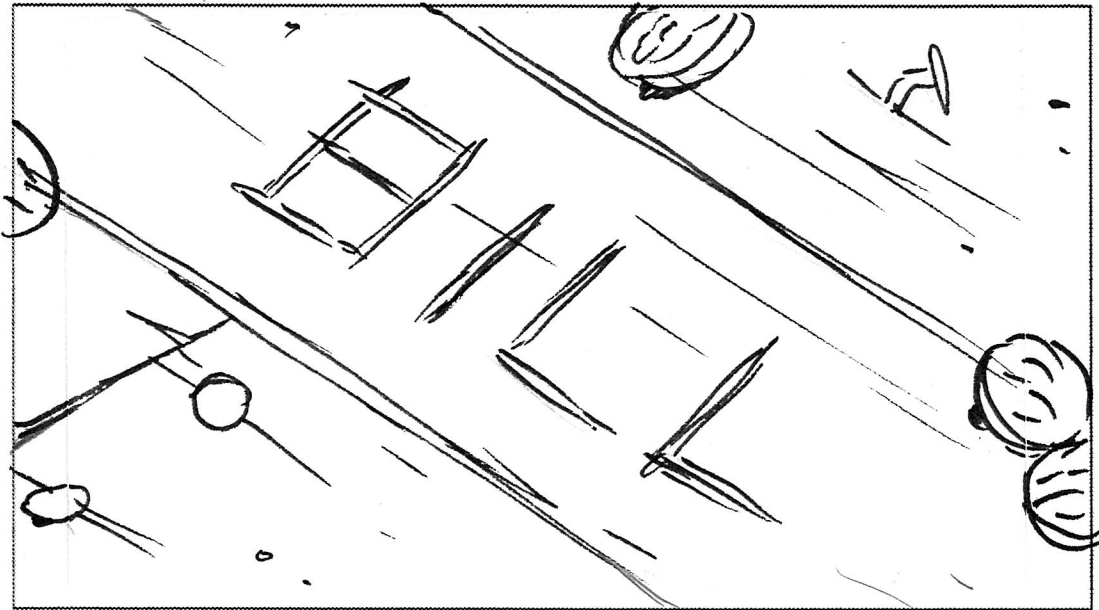


Page 80

Sc. 73 Pnl. A Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:

(7005) → so I
wouldn't
forget.

- BEAT -

Action:

Timing:

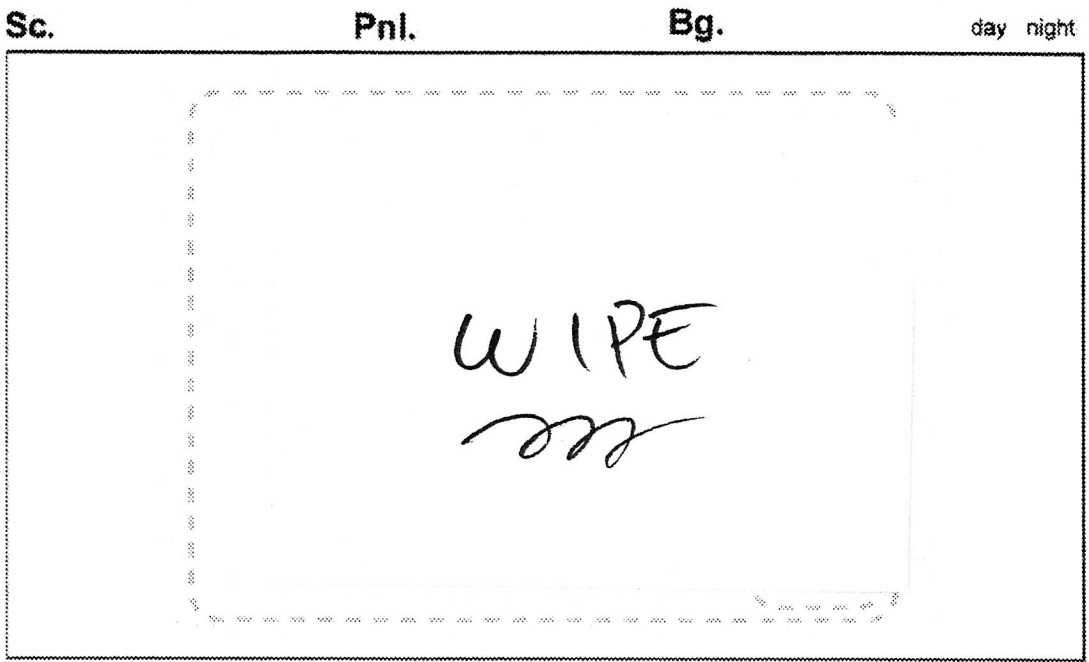
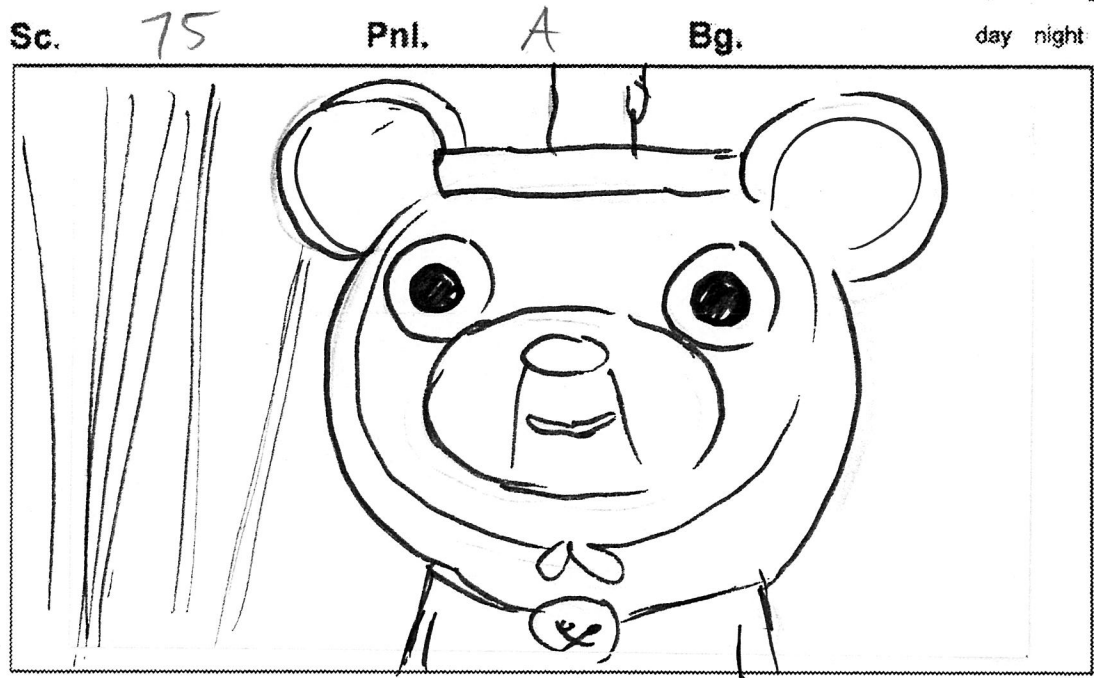


EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:	(7:) But you can call me 7 for short.
Action:	
Timing:	

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

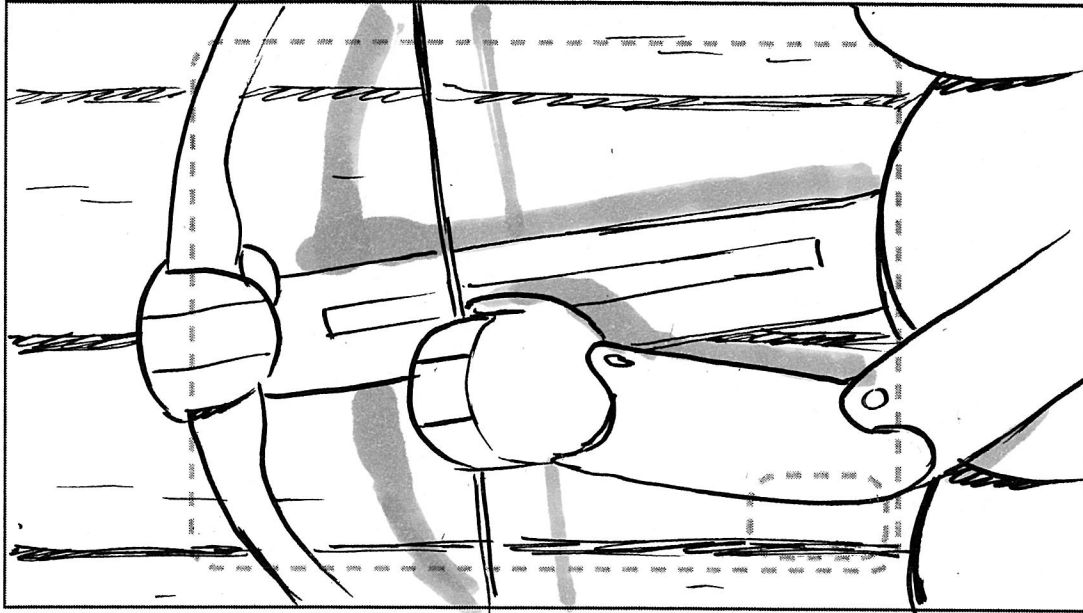
1025-193
EPISODE #
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

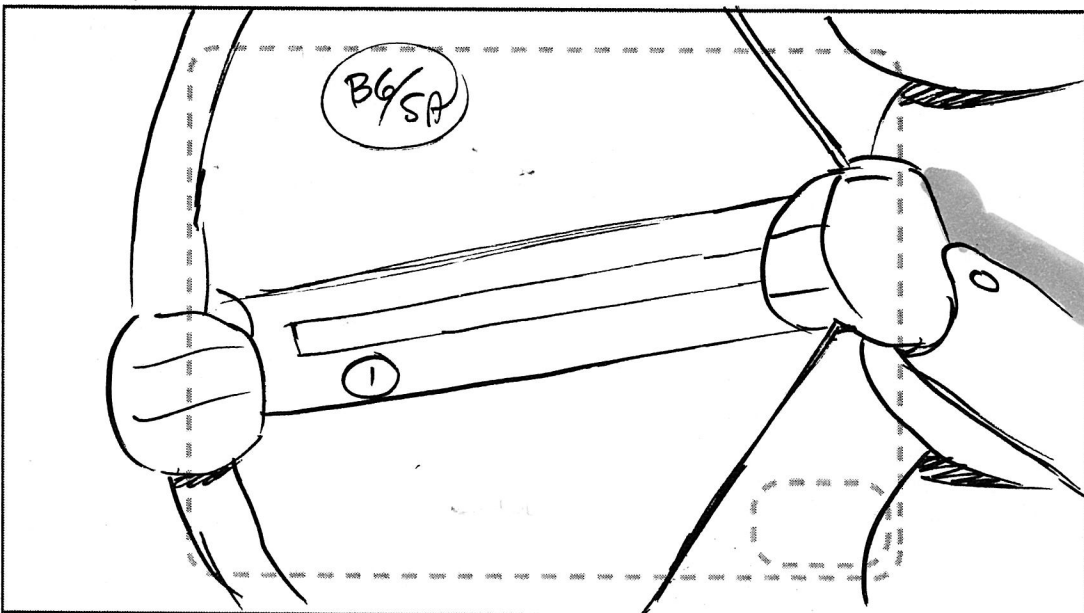
ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. 76 Pnl. B Bg. day night



Dialog: (SFX:) ♪ clock chiming throughout →

Action:

Timing:

(SFX:) * stretching bow string *
* whirring and clicking clockwork gears *

① panel in

② panel down

③

- panel mechanically retracts

EPISODE #

Production :

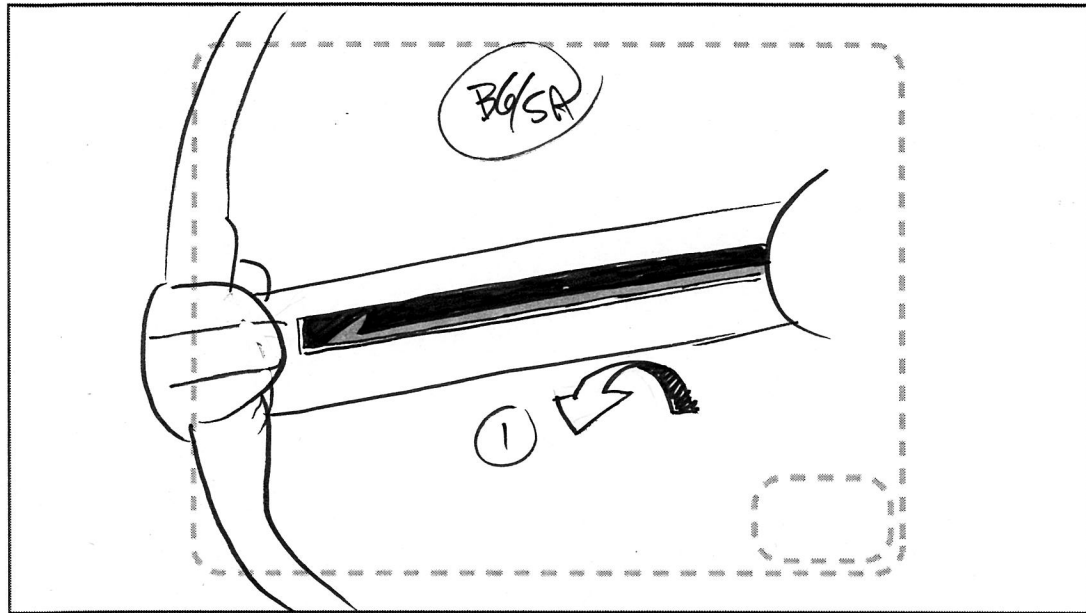
1025-193

ADVENTURE TIME

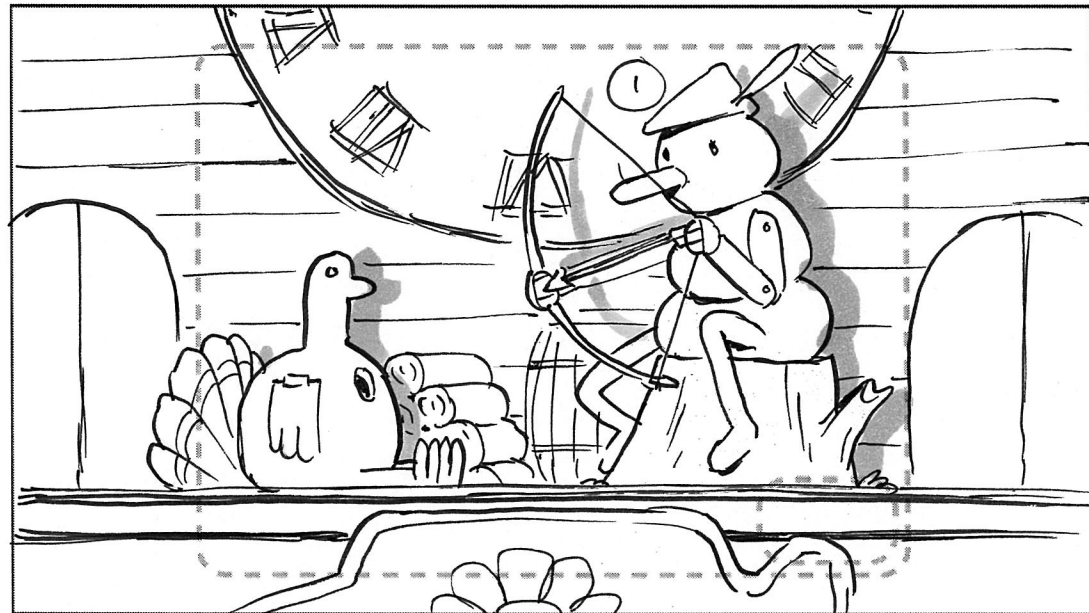


Page 83

Sc. 76 Pnl. C Bg. day night



Sc. 77 Pnl. A Bg. day night

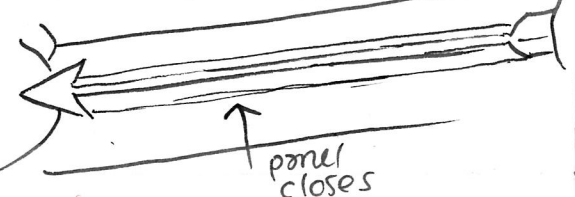


Dialog: (SFX) *clicking + whirring*
* chiming cont. *

Action: 

(1 and 2 are one motion)

⌚ CLOCK: 11:00

Timing: 

- Arrow is mechanically positioned into bow by unseen mechanism.

EPISODE #

Production :

1025-193

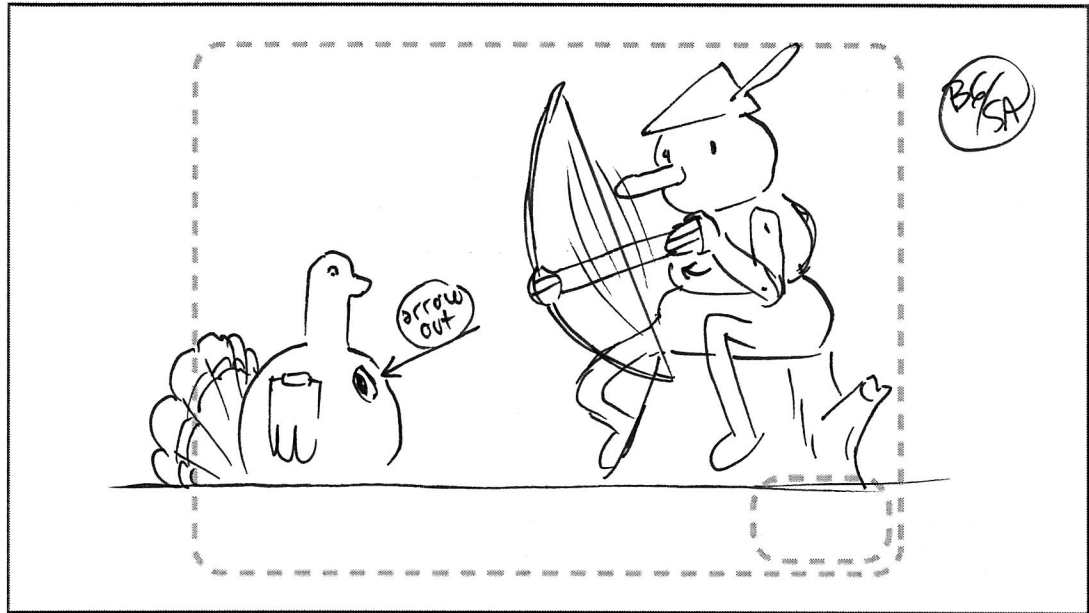
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

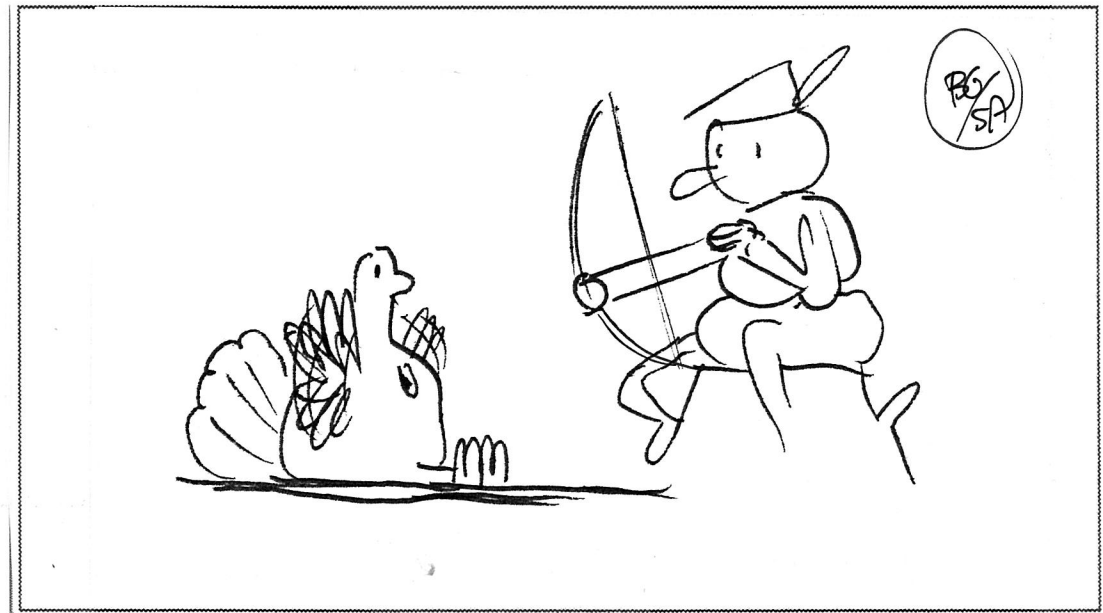


Page 84

Sc. 77 Pnl. B Bg. day night



Sc. 77 Pnl. C Bg. day night



<p>Dialog:</p> <p>SFX: *TWANG* clink rattle clink clink* (arrow bouncing around inside hollow turkey)</p>	<p>SFX: *mechanical flapping noises*</p>
<p>Action:</p> <ul style="list-style-type: none">- Archers hand opens, releasing bow string- Arrow flies into hole on turkey's chest.	<ul style="list-style-type: none">- Turkey mechanically flutters its wings.
<p>Timing:</p>	

EPISODE #

Production :

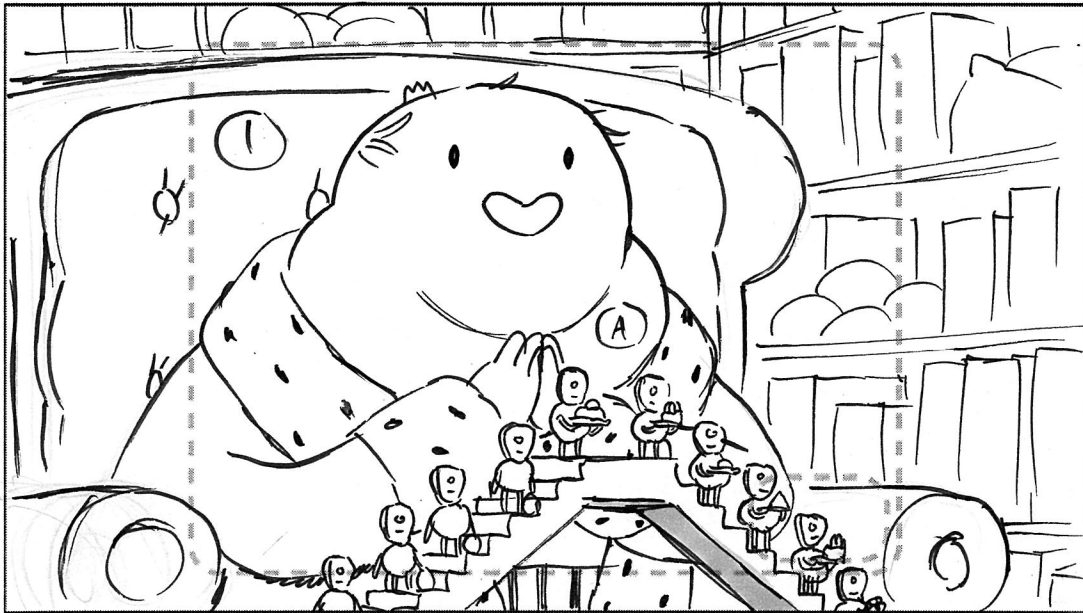
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

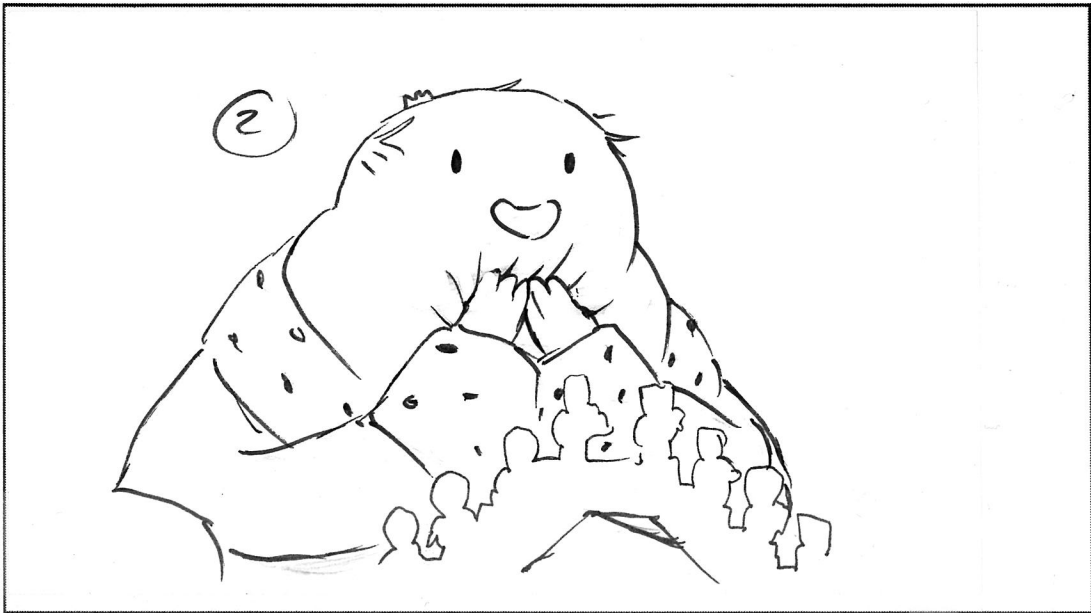
ADVENTURE TIME



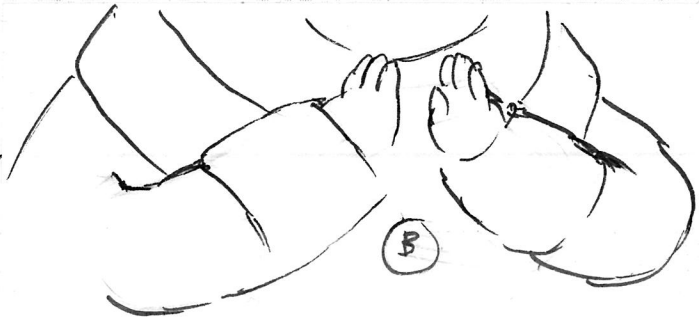
Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



Dialog:	(KH:) ① Oh ho ho! —————→ So marvelous!
Action:	ABABABABAB (fast clapping)
Timing:	- King claps excitedly



EPISODE #

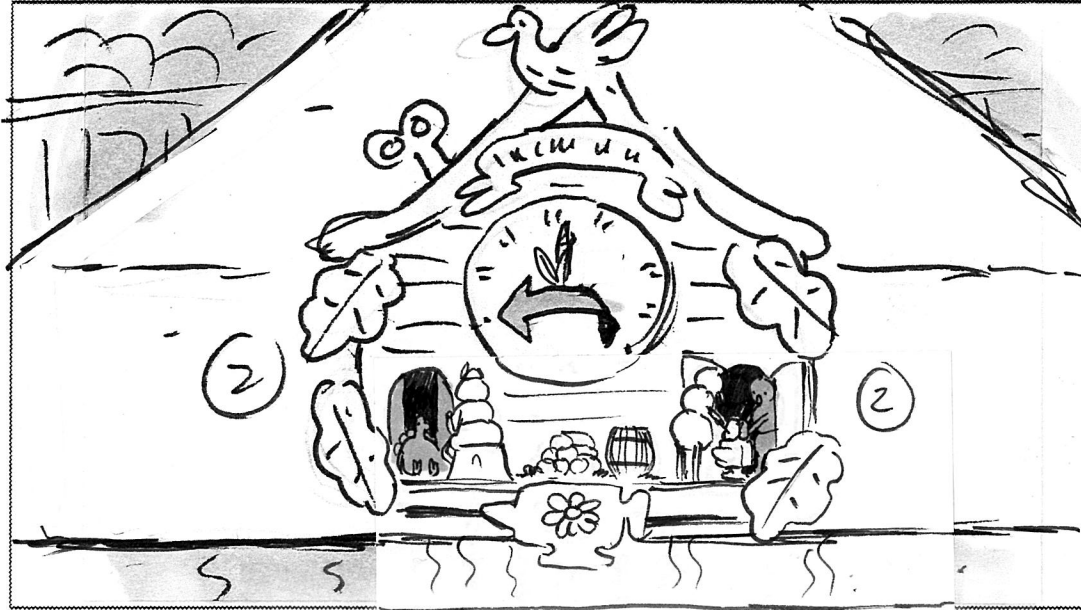
Production :

ADVENTURE TIME

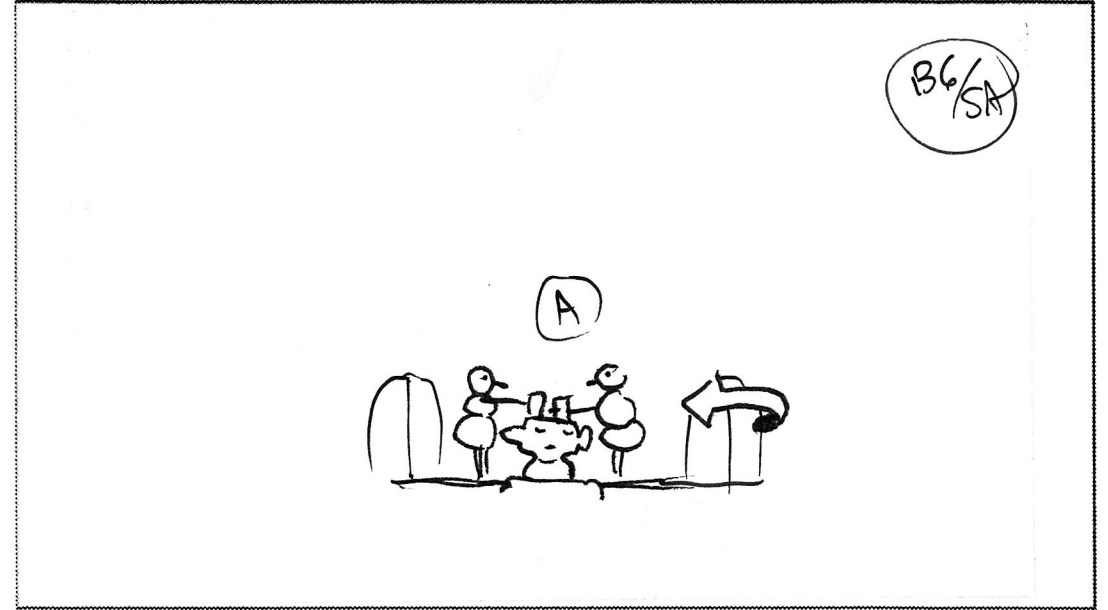


86
Page

Sc. 79 Pnl. A Bg. day night



Sc. 79 Pnl. B Bg. day night

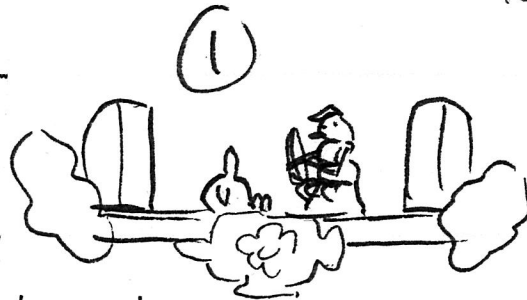


Dialog:

(KH) (OS)

Là là... oh!

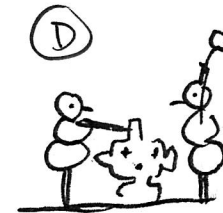
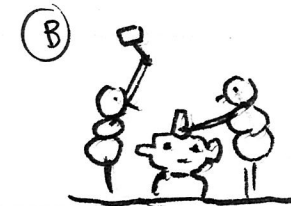
Action:



Timing:

- Archer rotates out
 - new Automaton (blacksmiths) rotate in.
- (V) CLOCK: 11:00

* chiming * →



(A) (C) (A) (C) (B)

- Blacksmiths hammer anvil

EPISODE #

Production :

1025-193

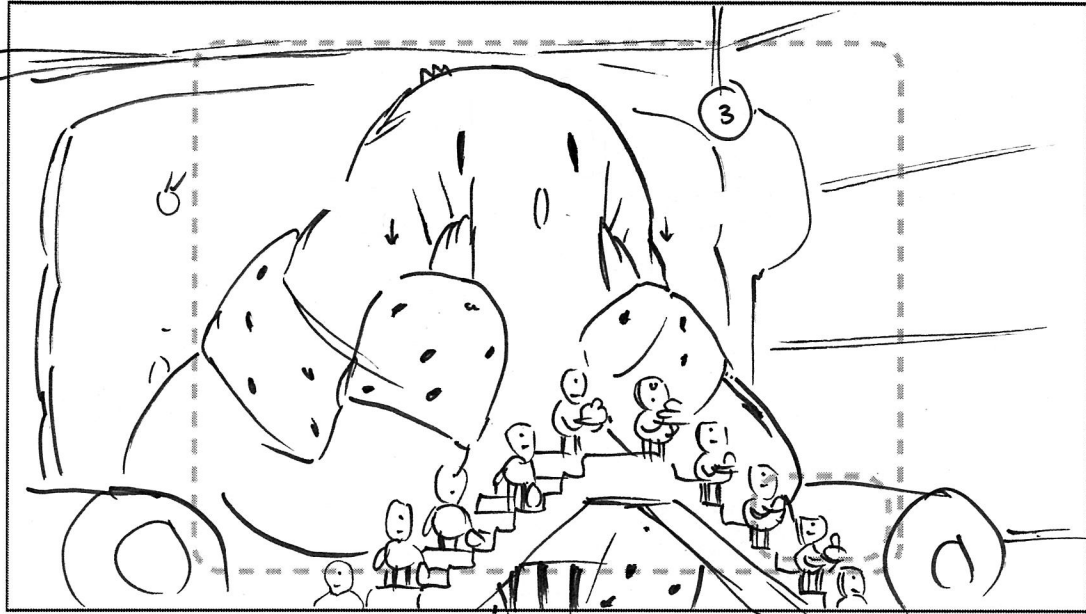
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

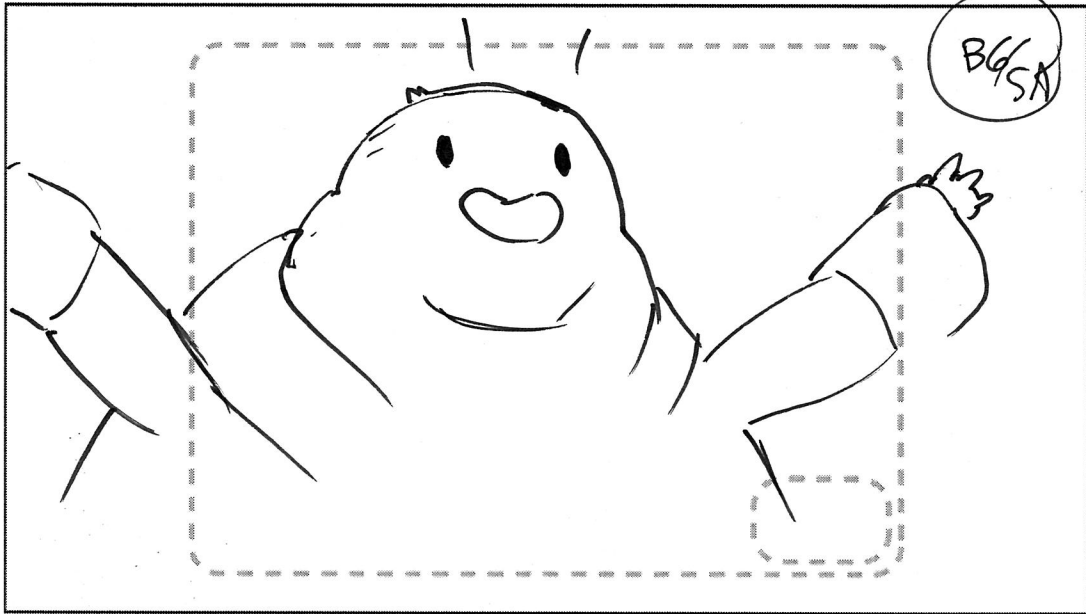


Page 87



Sc. 80 Pnl. A Bg. day night



Sc. 80 Pnl. B Bg. day night



Dialog: (KH) (2) Ohhhh!! —————> Haha!
(SFX:) < * chiming * >

Action:  

Timing:

EPISODE #

Production :

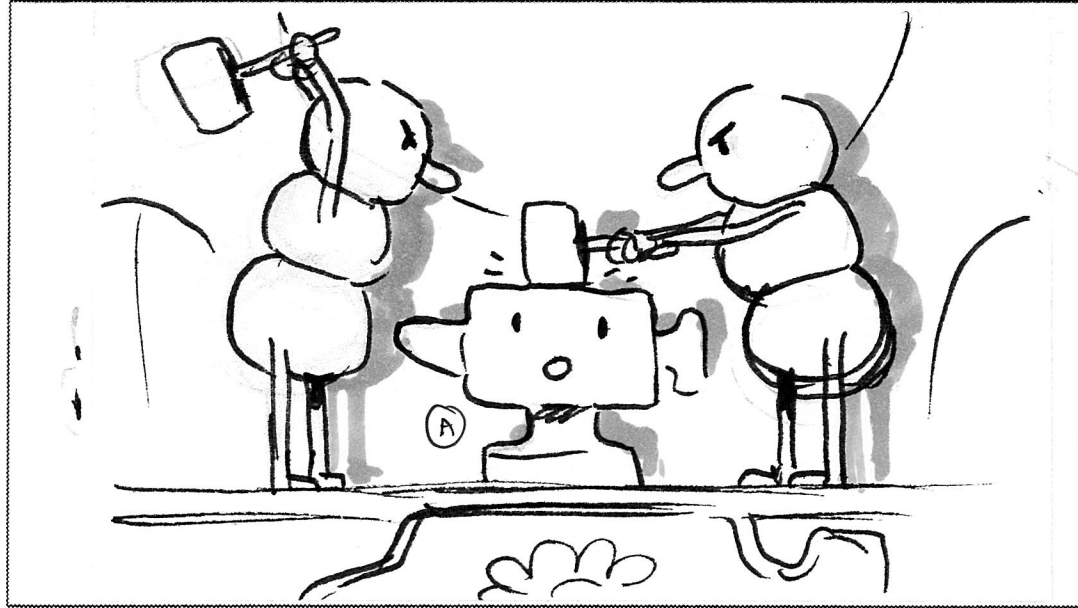
1025-193

ADVENTURE TIME

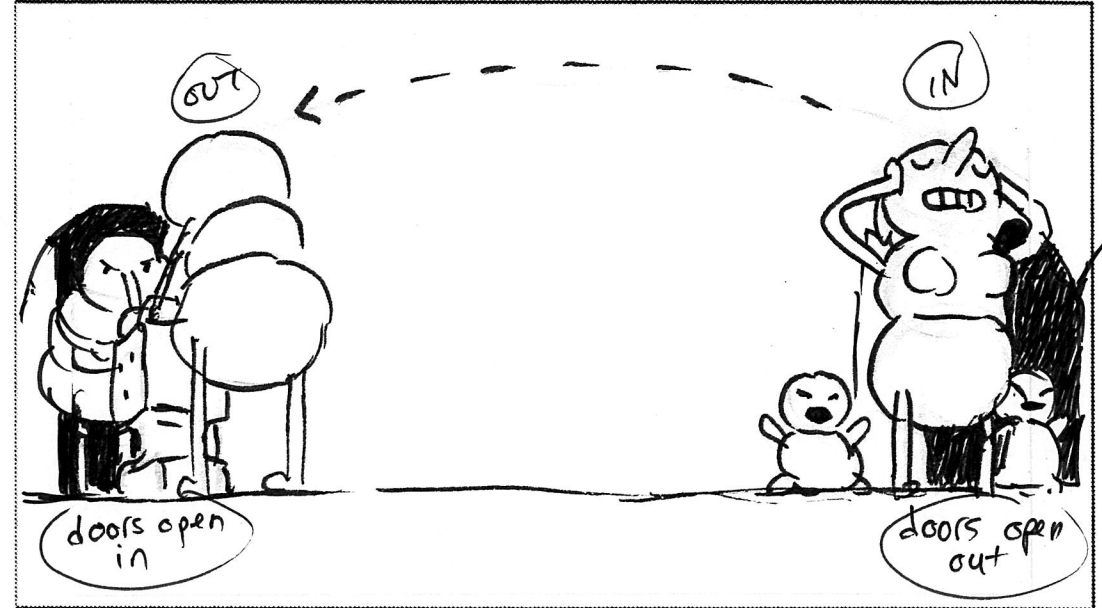


88
Page

Sc. 81 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog:

(KH:) *laughing w/glee*

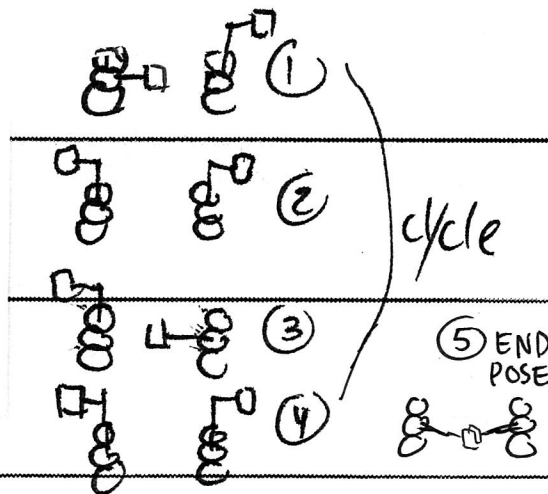
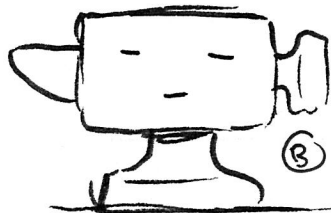
Sfx *: chimes

* clink clink clink *

Action:

- Blacksmiths hammer anvil.
- eyes + mouth open

Timing: with each impact.



* whirring
gears
etc. *

- new automations rotate in.

EPISODE #

Production :

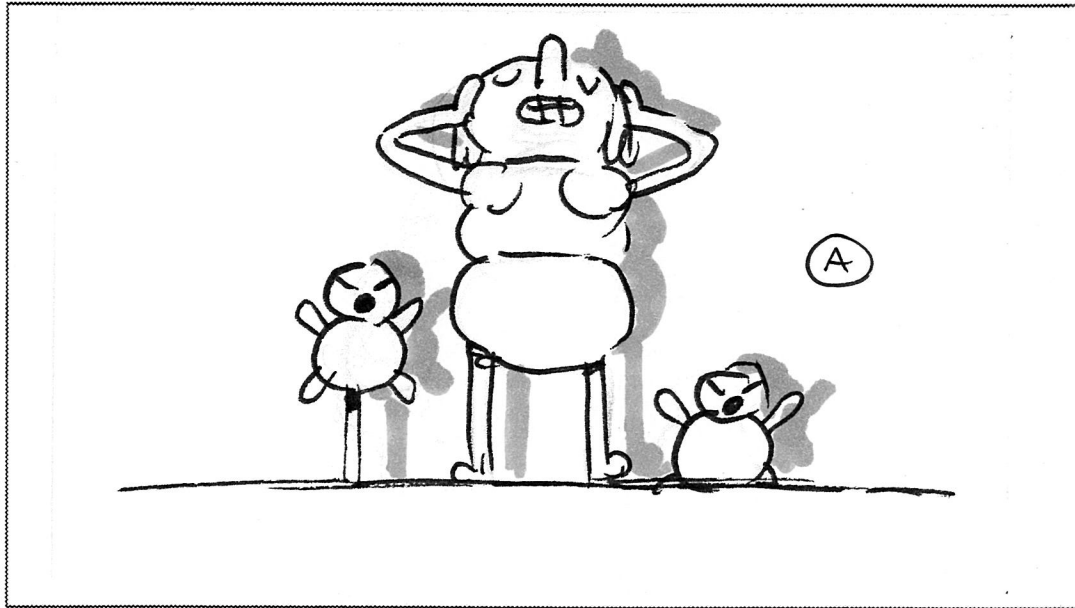
1025-193

ADVENTURE TIME

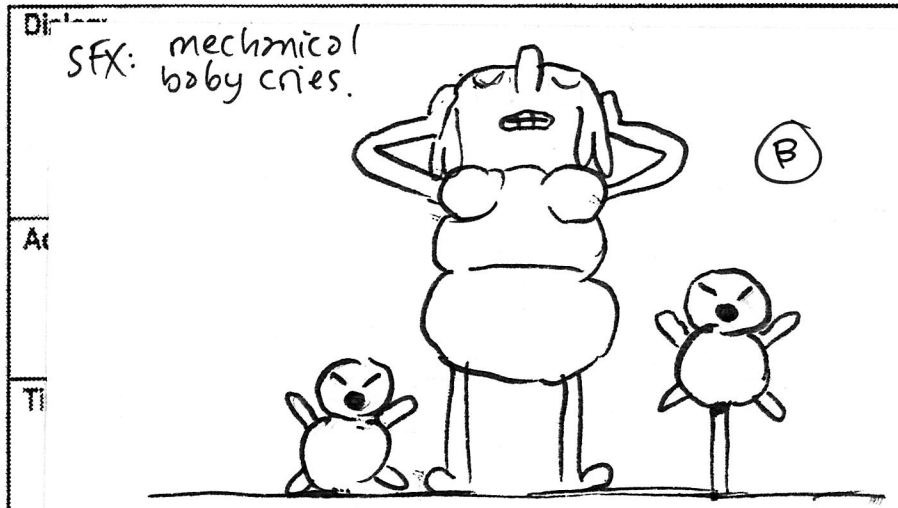
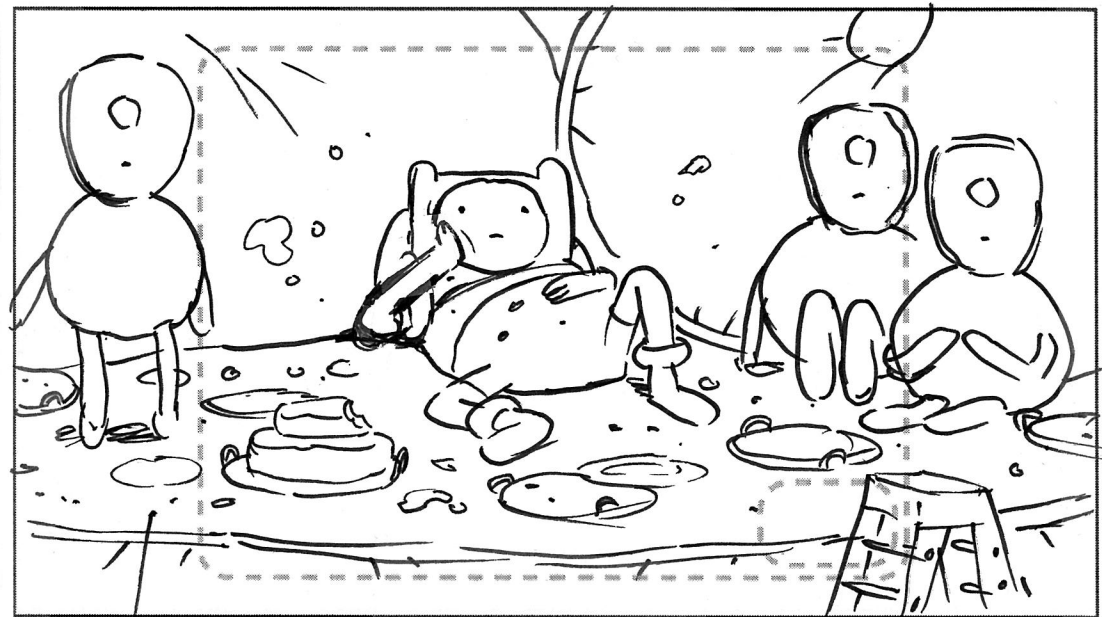


Page 89

Sc. 81 Pnl. C Bg. day night



Sc. 82 Pnl. A Bg. day night



SFX: mechanical baby cries.

(B)

- Babies alternately rise up & down.

SFX: * music dies down *

plates, trays and food. Make sure to show some TRAYS.

EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be subject to the studio, duplicated or used in any manner, except for production purposes, and may not be used or transferred.

ADVENTURE TIME



90

Page _____

Sc.

82

Pnl.

B

Bg.

day night



Sc.

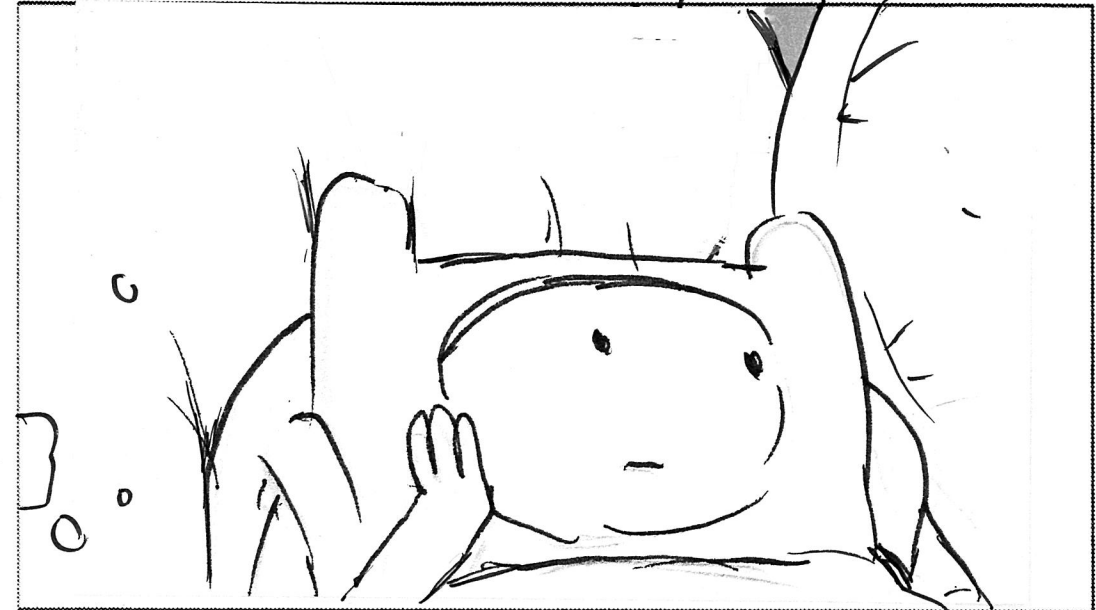
83

Pnl.

A

Bg.

day night



Dialog:

(KH)(OS) (catching
breath)

Action:

haha-oh --- oh my..

- Finn looks over at King Huge

Timing:



EPISODE #

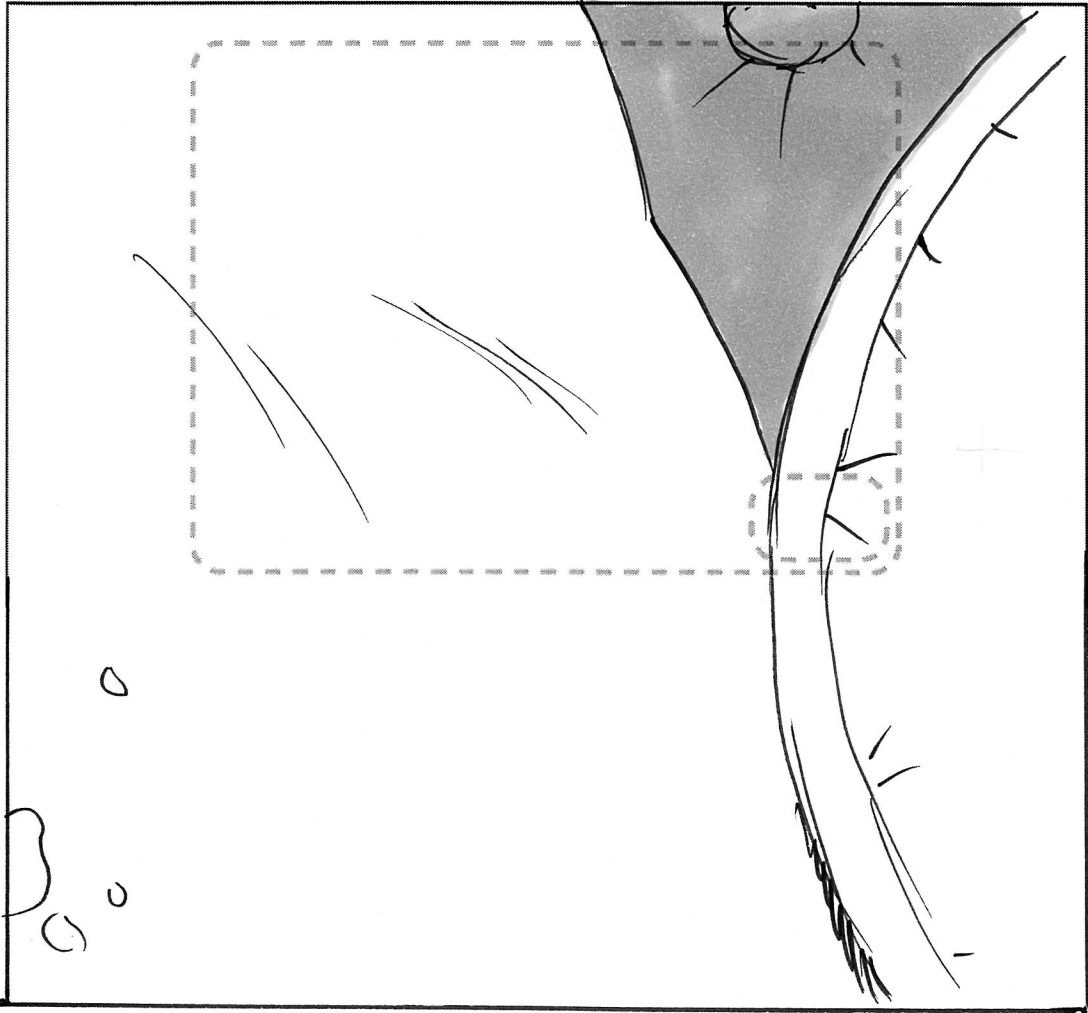
Production :

1025-193

ADVENTURE TIME



Sc. 83 Pnl. BG B Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

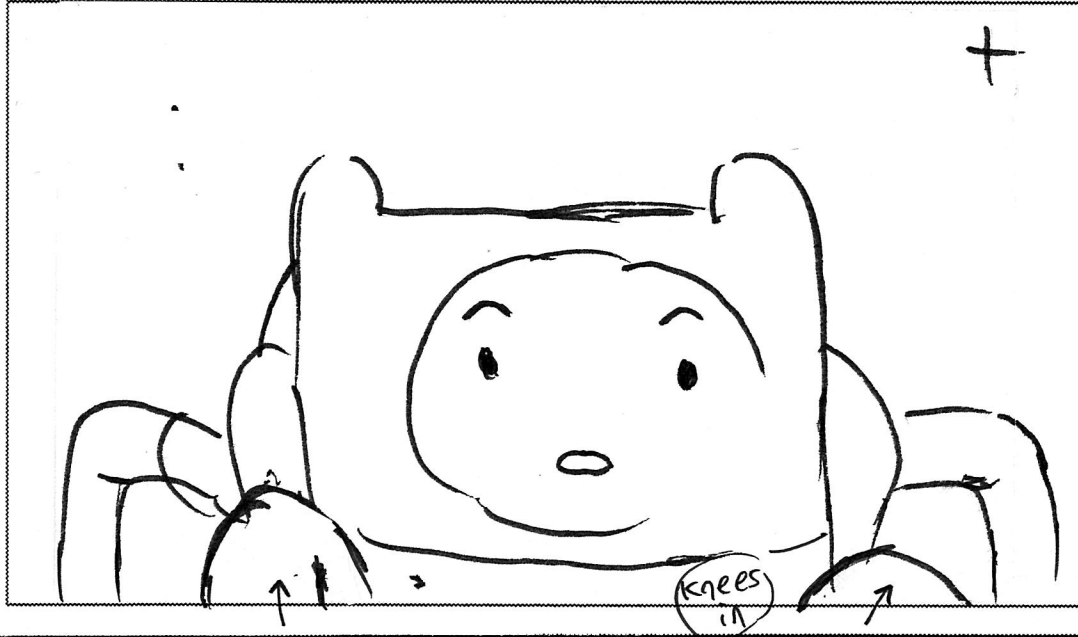
1025-193

ADVENTURE TIME

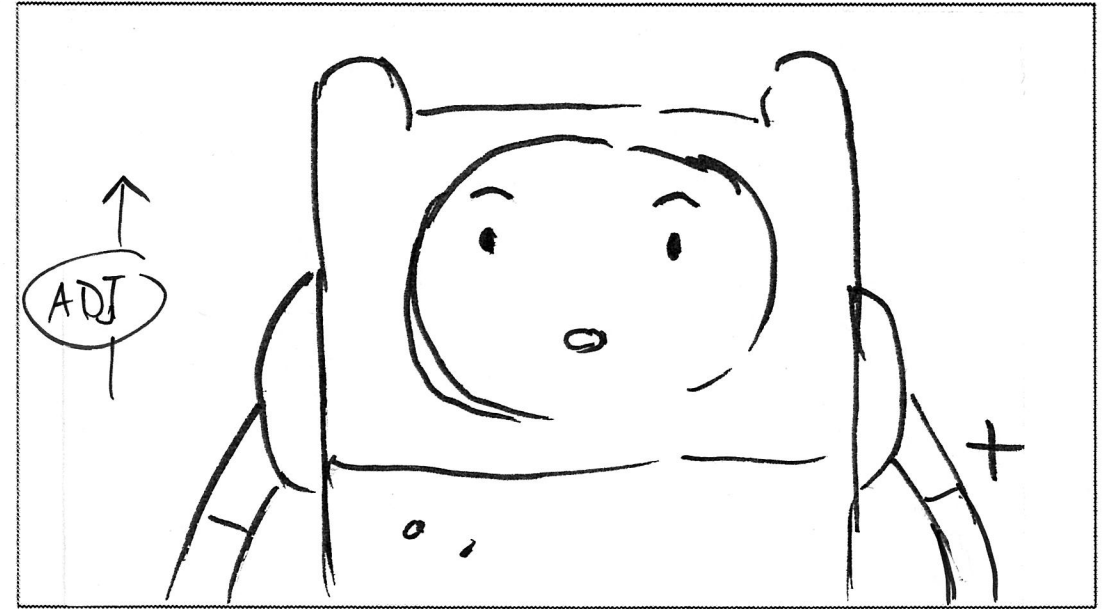


Page 92

Sc. 83 Pnl. C Bg. day night



Sc. 83 Pnl. D Bg. day night



Dialog:

Action:

- Finn stands up.

Timing:

(F:) Well, that was
actually pretty
cool - but I
should
proably get going.

EPISODE #

Production :

1025-193

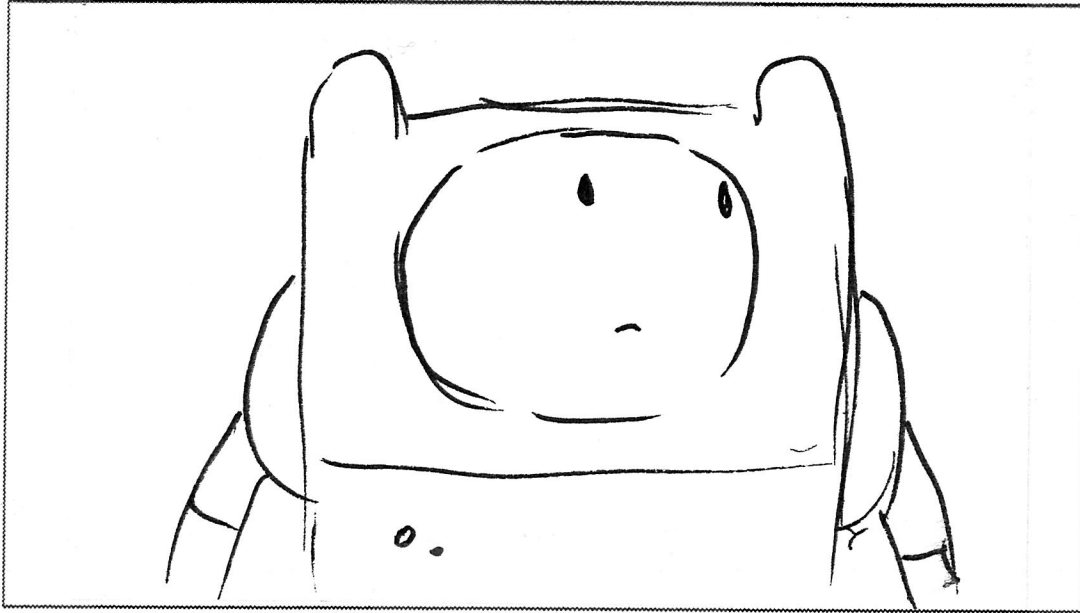
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

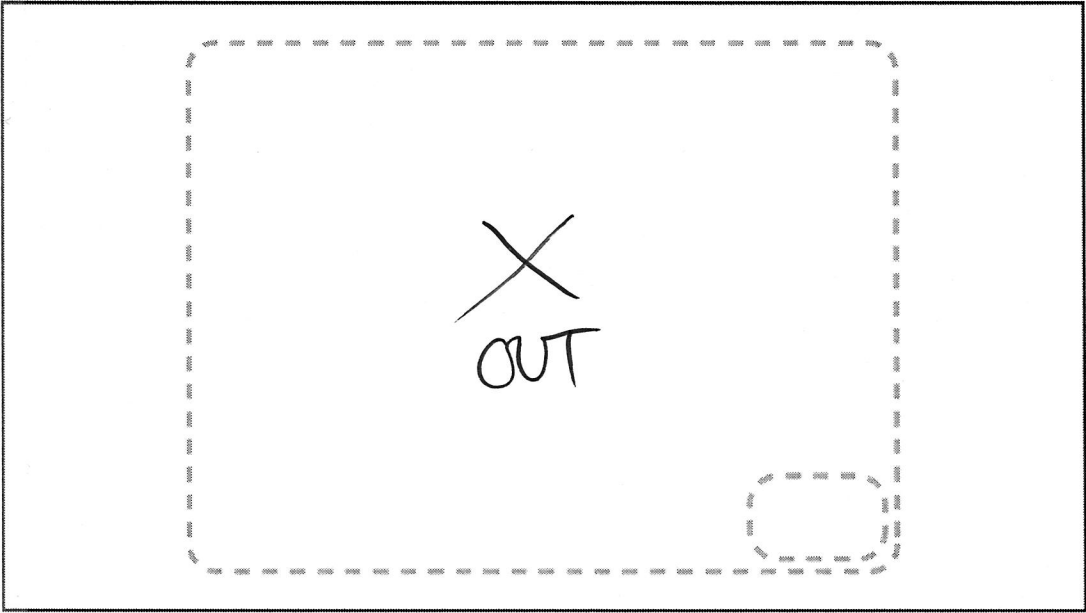


Page 93

Sc. 83 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(KH) (OS) WHUUUT!?
Action:	
Timing:	

EPISODE #

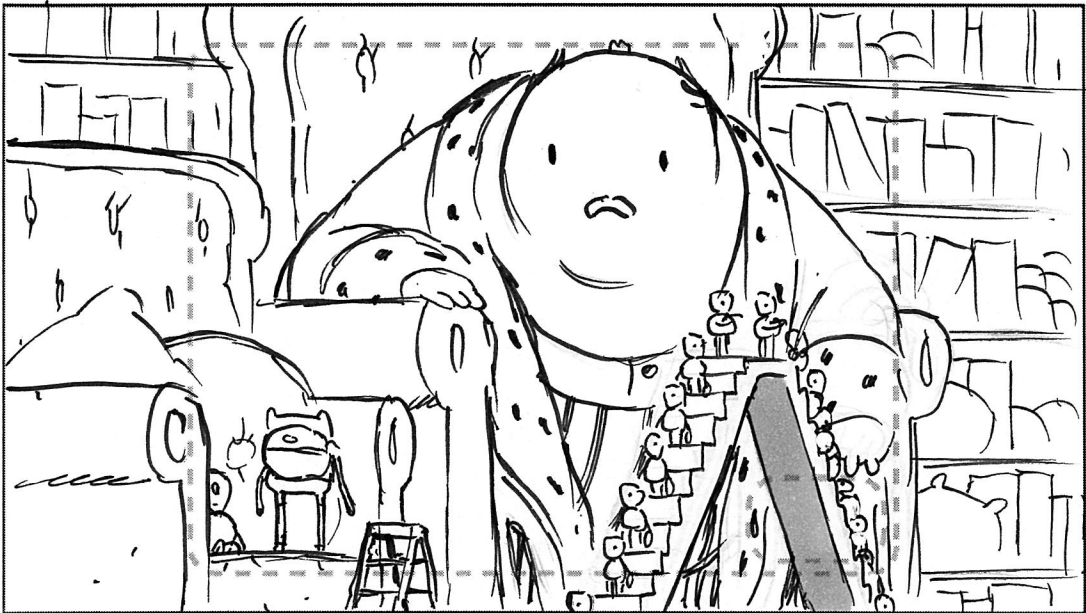
Production :

1025-193

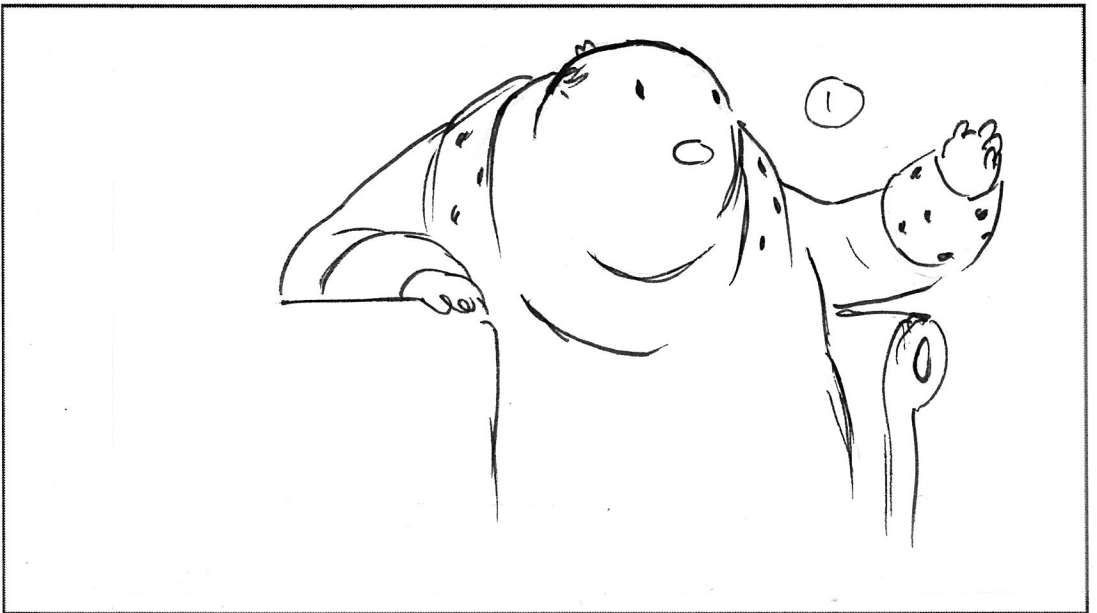
ADVENTURE TIME



Sc. 84 Pnl. A Bg. day night



Sc. 84 Pnl. B Bg. day night



Dialog: (KH) But how can you leave now? —→ ① the clock is set to chime again in merely an hour's time! ②

Action: -KH gestures towards clock.

Timing:



EPISODE #

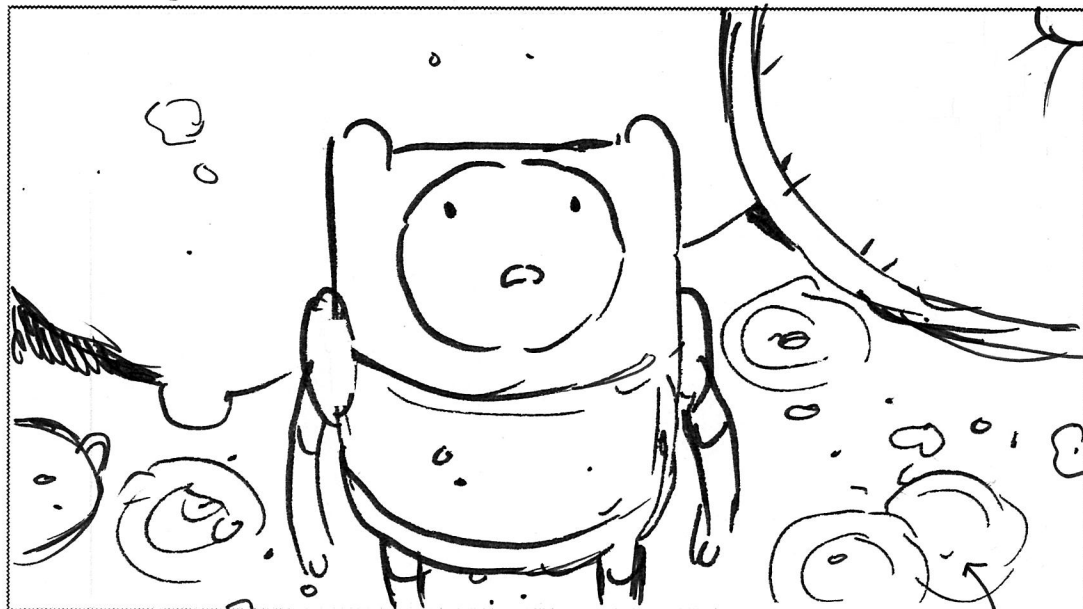
Production :

ADVENTURE TIME

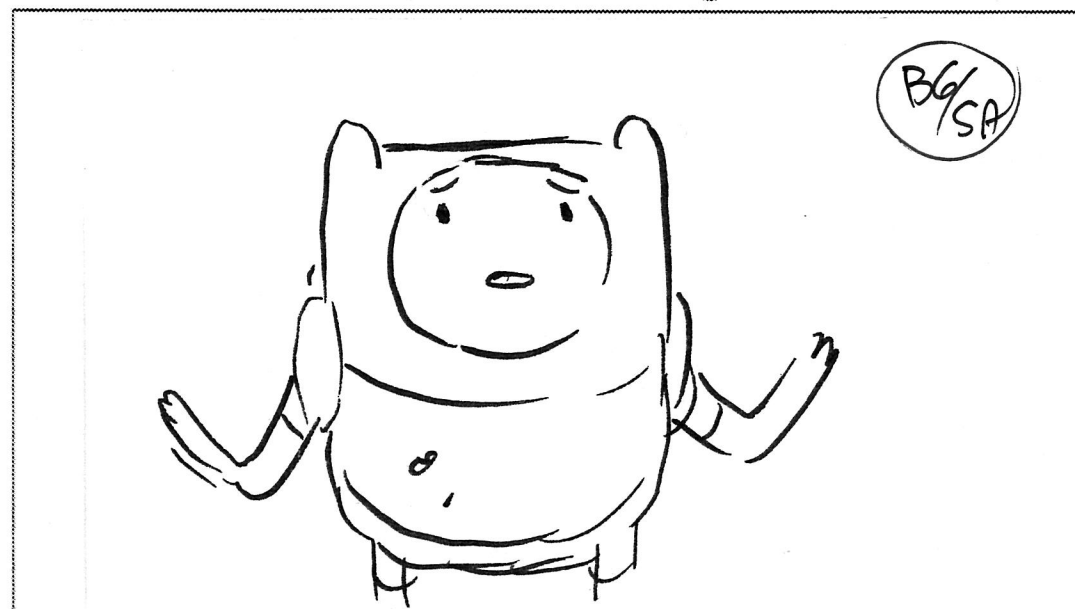


Page 95

Sc. 85 Pnl. A Bg. day night



Sc. 85 Pnl. B Bg. day night



Dialog:

(F) Okay but, I
feel like Jake
shoulda been
here by now..

plates
and
trays and
food

(F) What if he's
lost? or hurt?

Action:

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



96

Page

Sc.

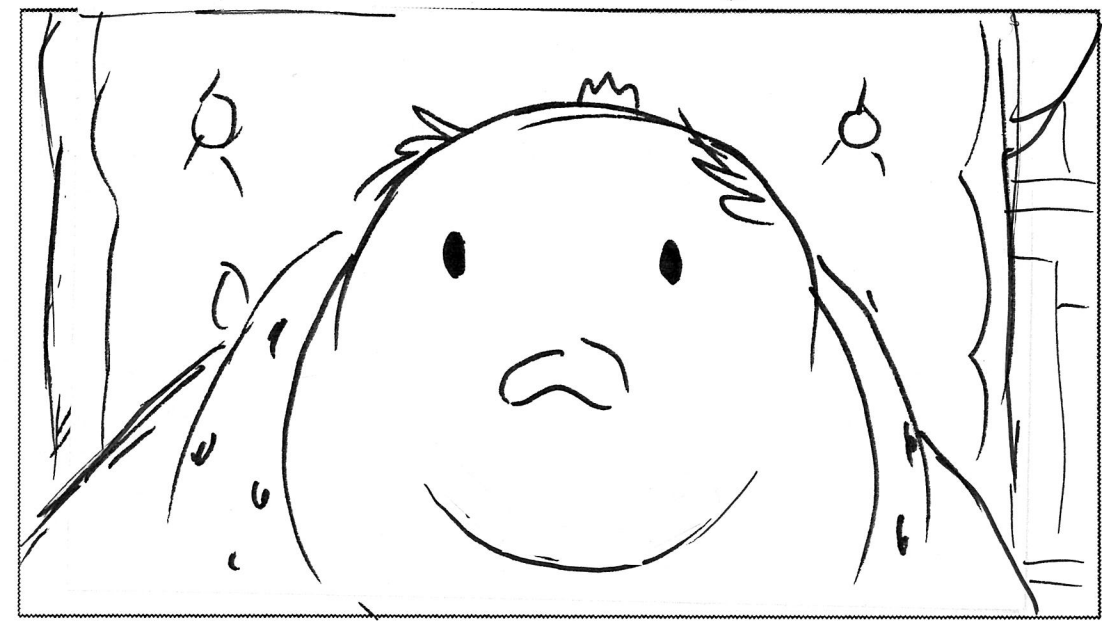
86

Pnl.

A

Bg.

day night



Sc.

87

Pnl.

A

Bg.

day night



Dialog:

(KH) But.. this is not the huge Kingdom way...

Action:

Timing:

(F:) sorry man, I got muh mind made up.



EPISODE #

Production :

1025-193

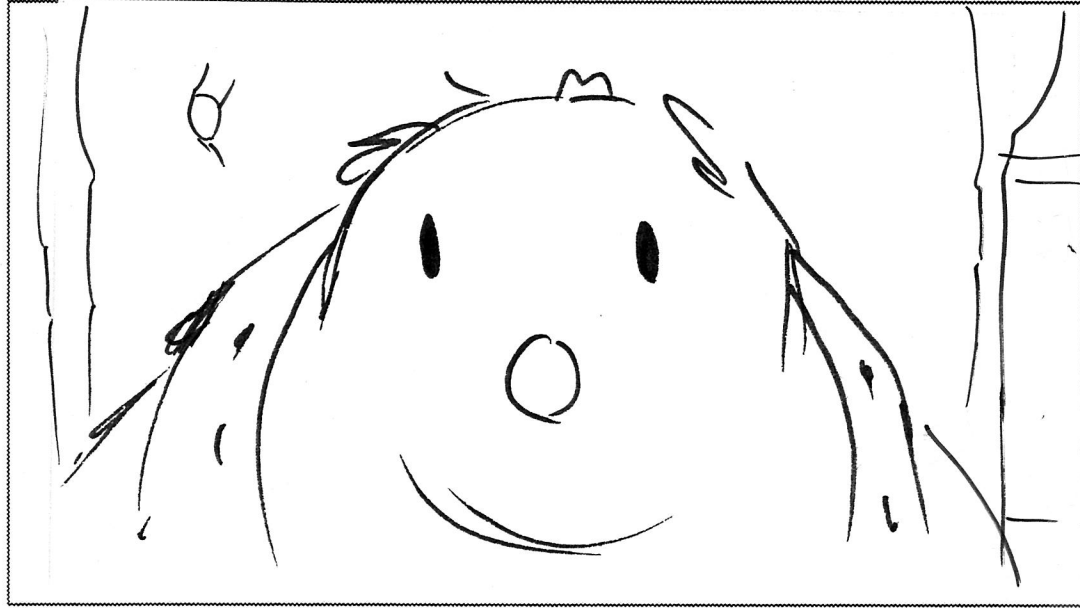
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and may not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 97

Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



Dialog:

(KH) * GASP *

Action:

Timing:

(F:) Thanks for the food though.

EPISODE #

Production :

1025-193

ADVENTURE TIME



98

Page _____

Sc.

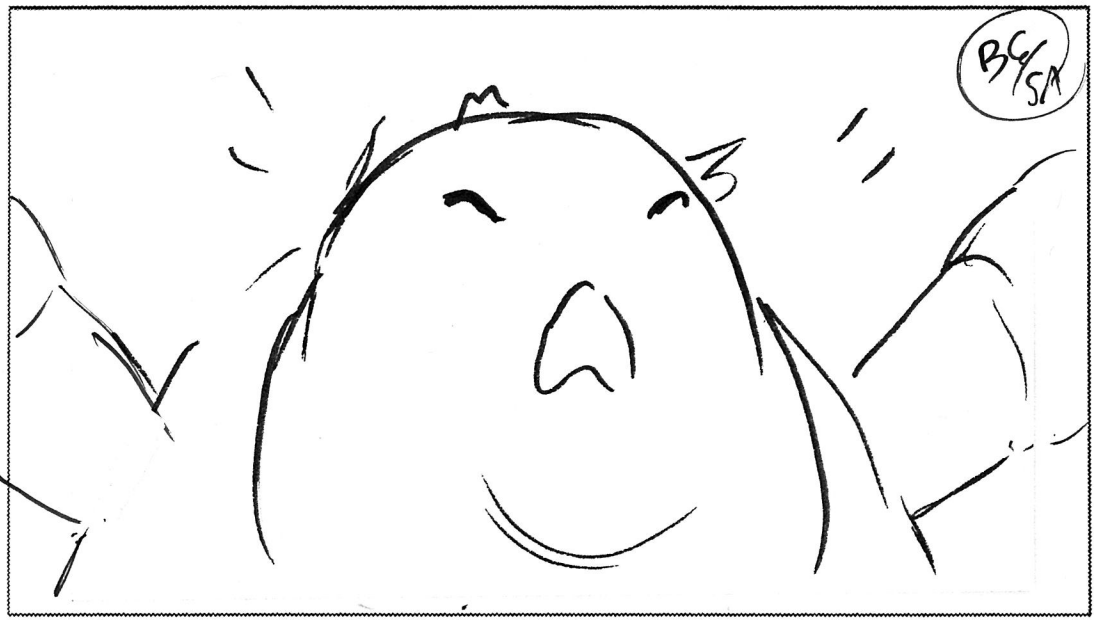
88

Pnl.

C

Bg.

day night



Sc.

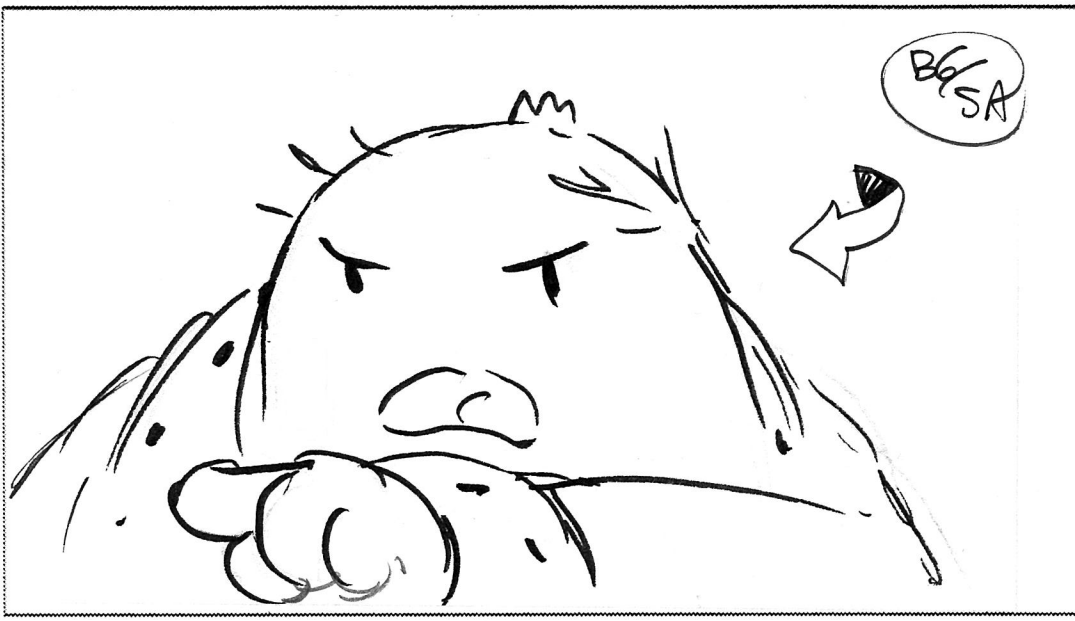
88

Pnl.

D

Bg.

day night



Dialog:

(KH) FOODBOYZ!!

→ seize the child!

Action:

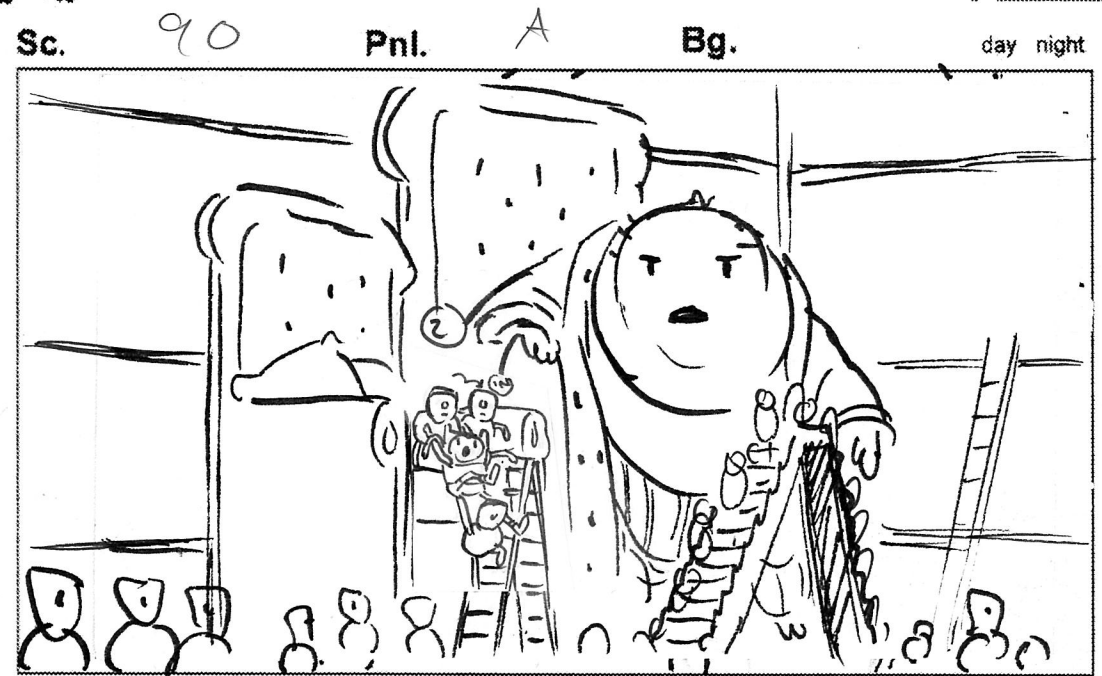
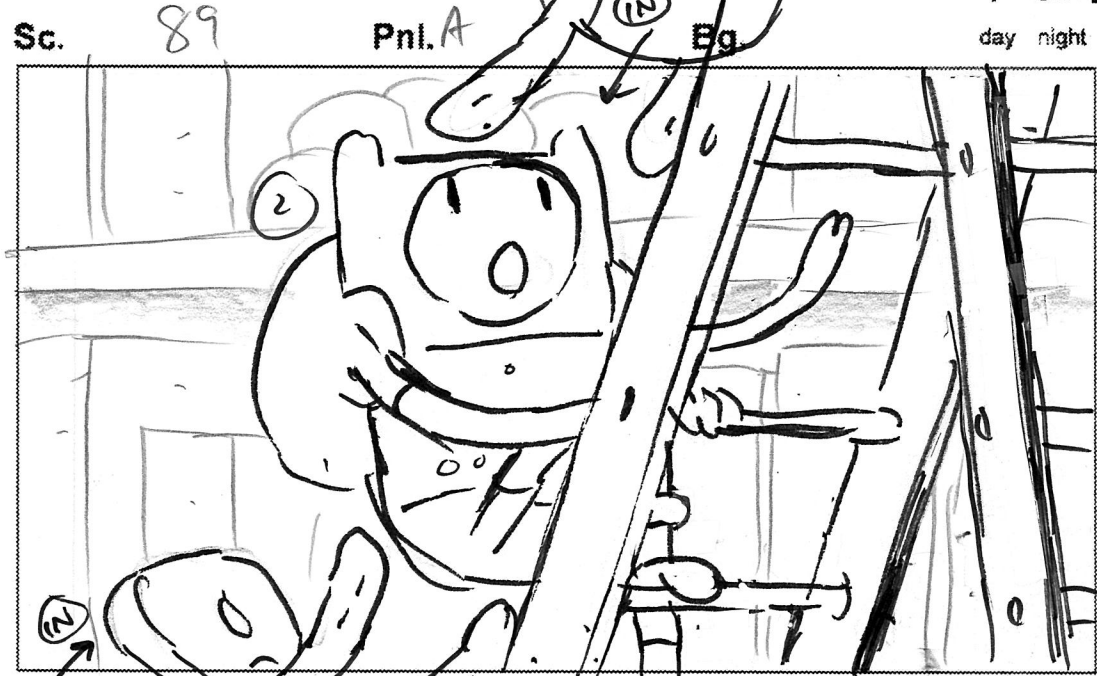
Timing:

EPISODE #

Production :

1025-195

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be used or transferred.



Dialog:	(F:) AH!	(Sp)	(F:) AAHH!!!
Action:	(1) Finn is climbing a ladder, looking up with a surprised expression.		(KH:) I'm sorry son but this is for your own good.
Timing:			(1) Food Boyz grab Finn and pull him up ladder

EPISODE #

Production :

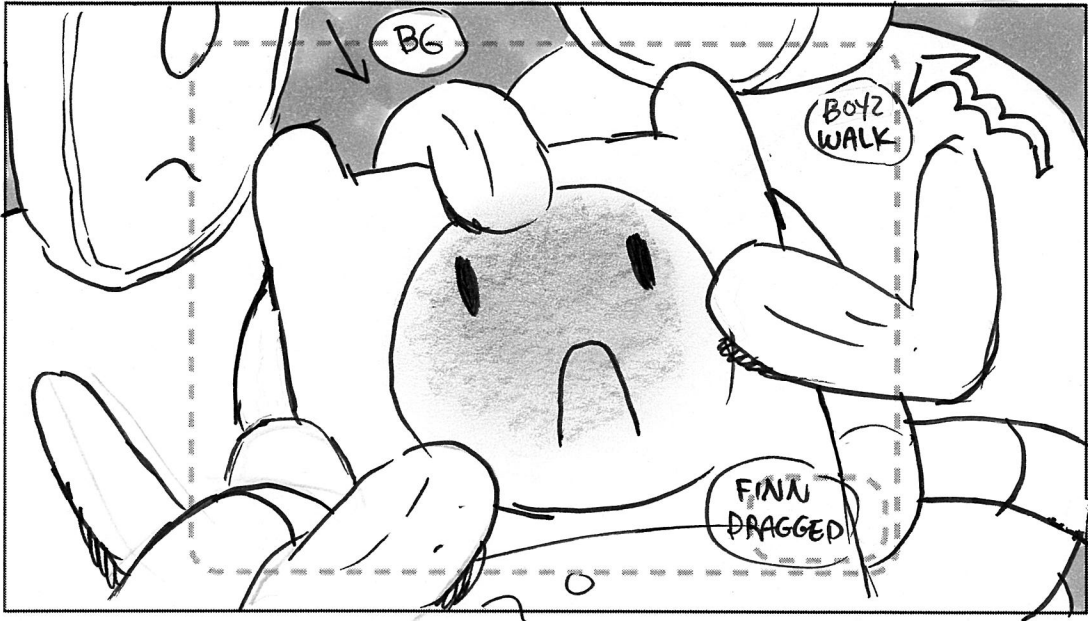
1025-193

© 2009 The Cartoon Network. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

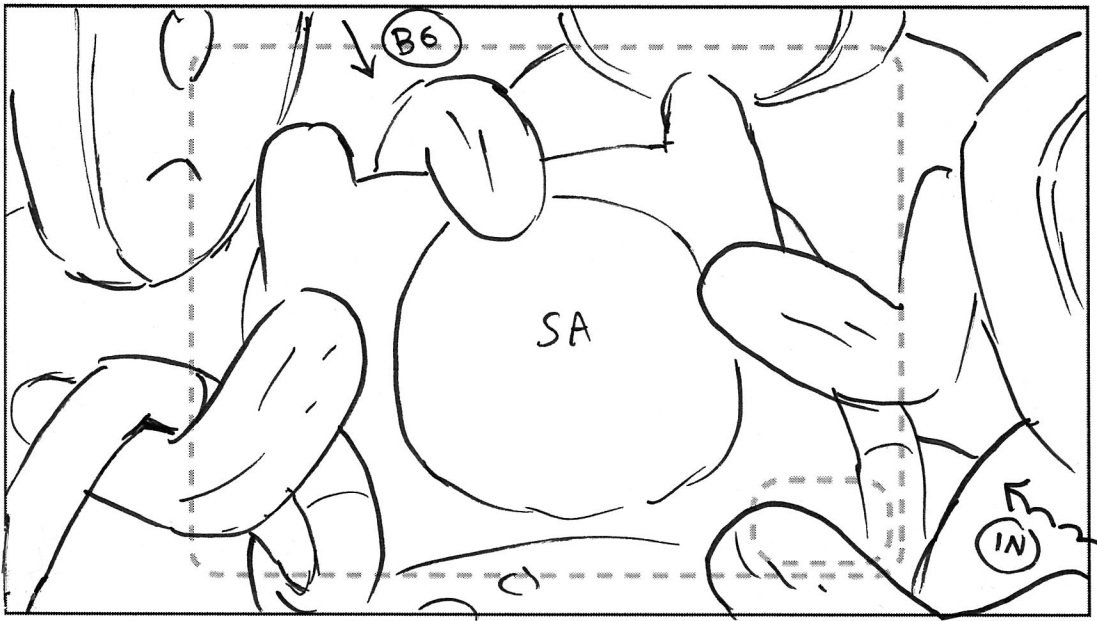
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night

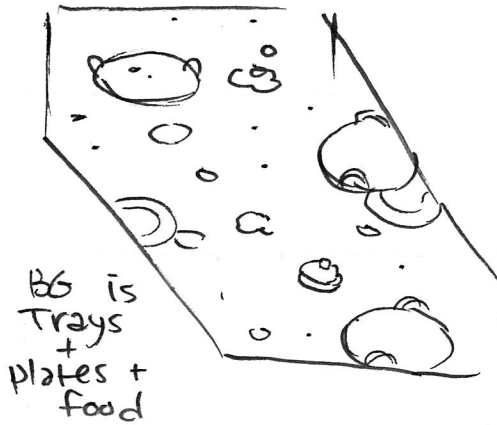


Dialog: (KH) (OS) If you just stay put, all you need will come to you in time, →

Action: - Finn is dragged along by Food Boyz

Timing:

→ like it has unto me.



EPISODE #

Production :

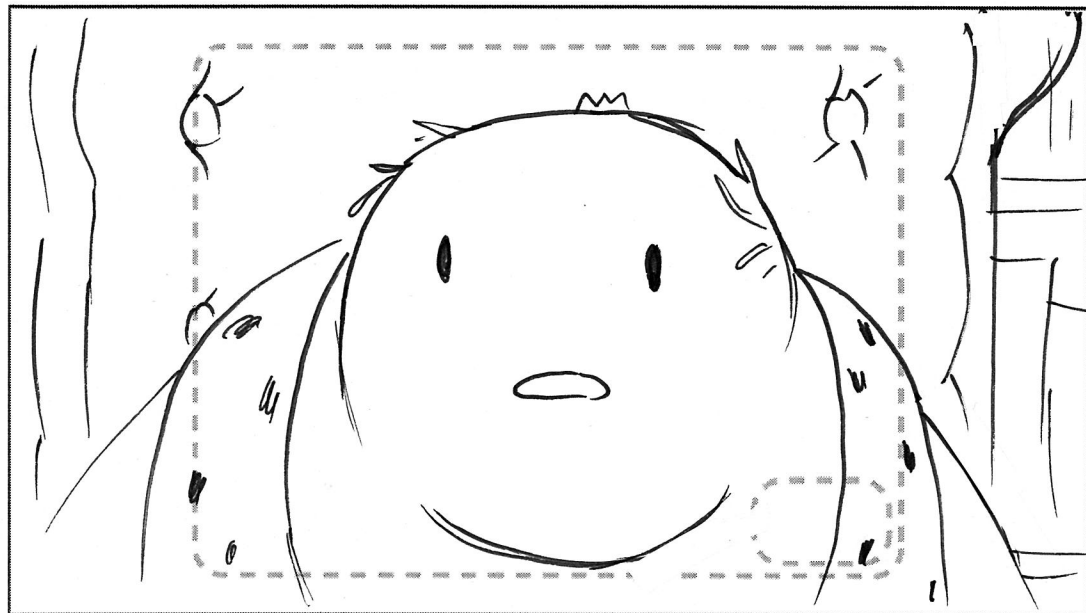
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

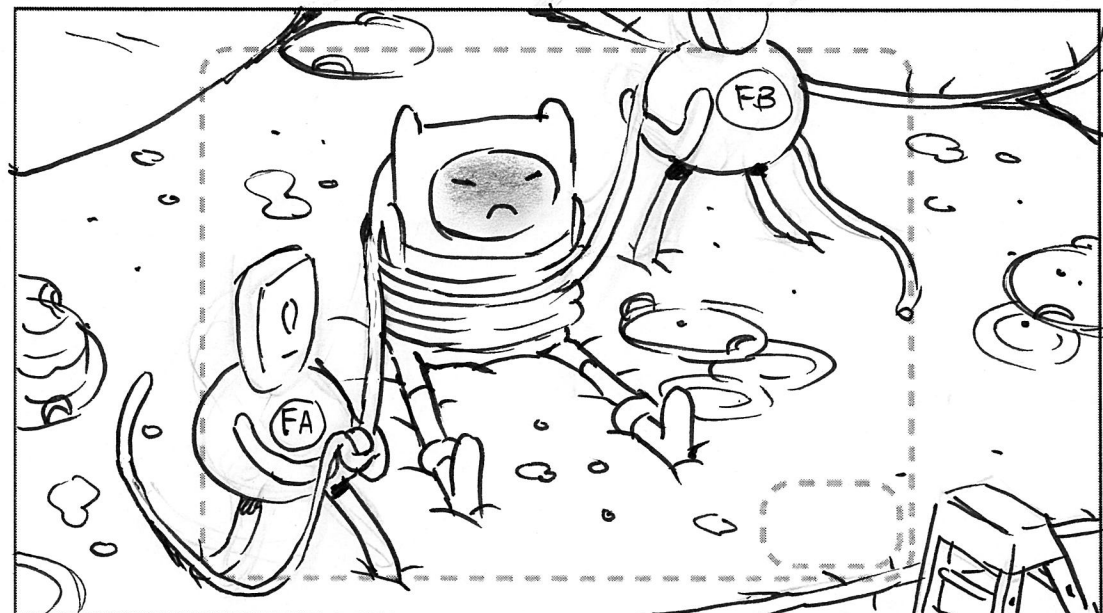


Page 101

Sc. 92 Pnl. A Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:

(KH:) But you must sit , you must wait.

(KH)(OS) (with Relish) Yes, yes - tie him up with normal spaghetti -

Action:

- Food Boyz walk around Finn, wrapping him up w/ spaghetti.

Timing:

EPISODE #

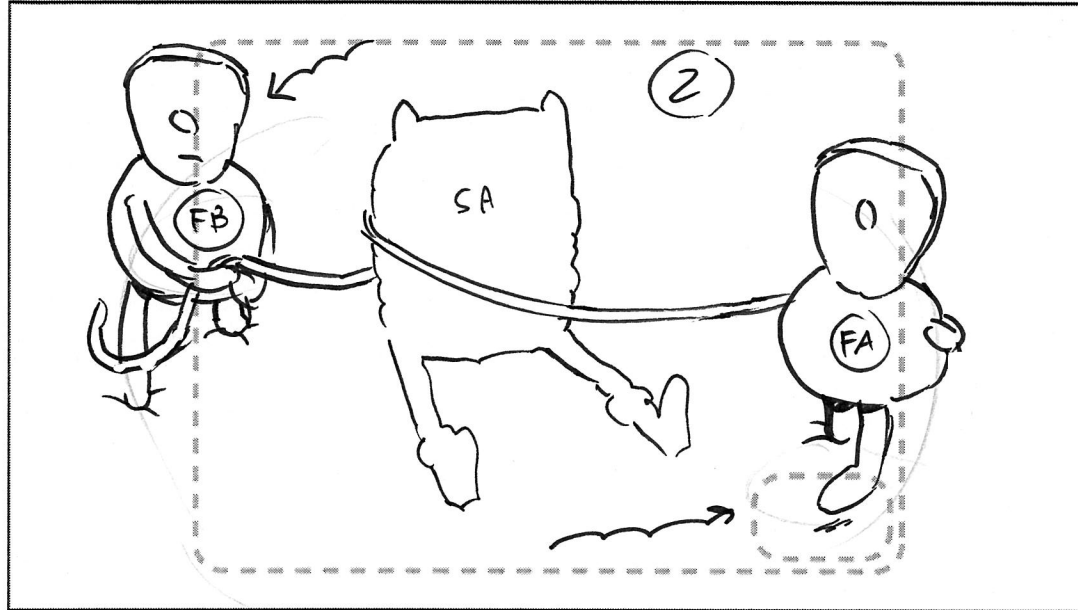
Production :

1025-193

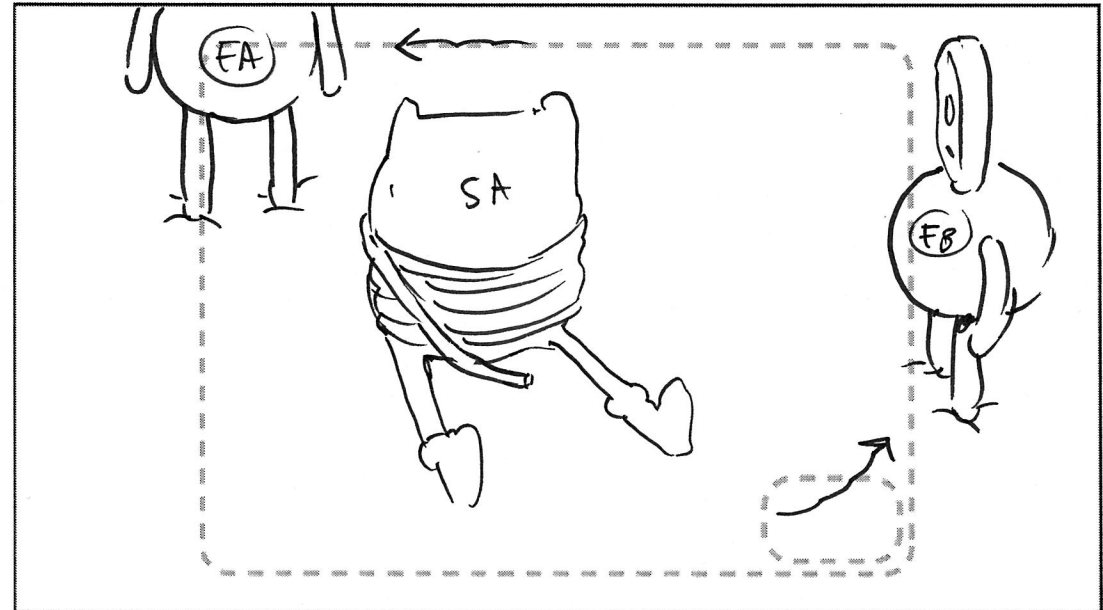
ADVENTURE TIME



Sc. 93 Pnl. B Bg. day night



Sc. 93 Pnl. C Bg. day night



Dialog: KH OS → haha, yes- → and bring him food, yes! →

Action:

Timing:

EPISODE #

Production :

1025-193

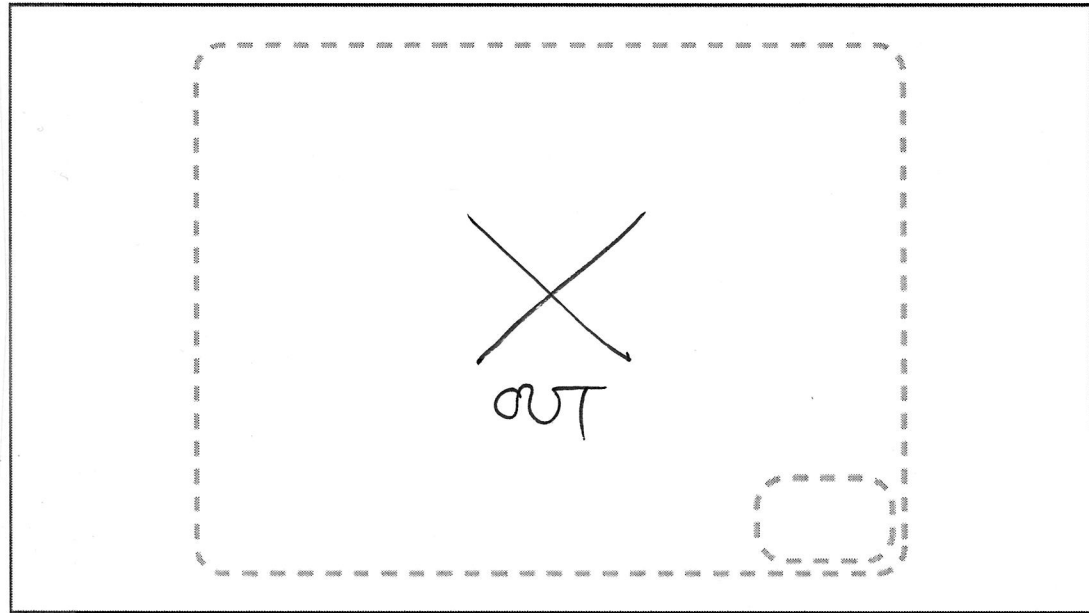
ADVENTURE TIME



Sc. 93 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



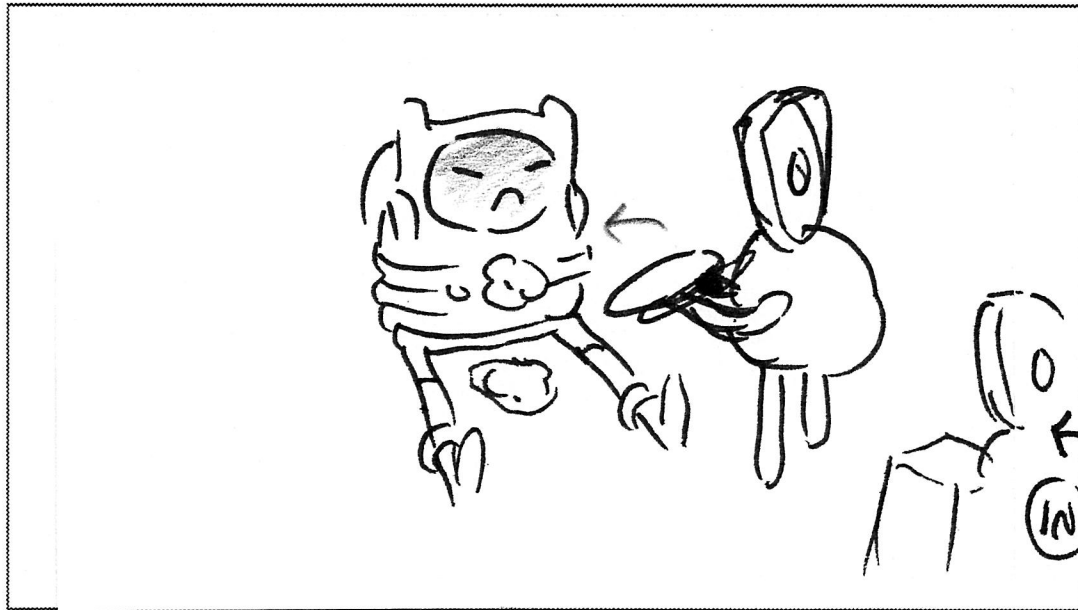
Dialog:	→ He's all skin & bones. (ALT:) He's all skin & boones.
Action:	
Timing:	

EPISODE #

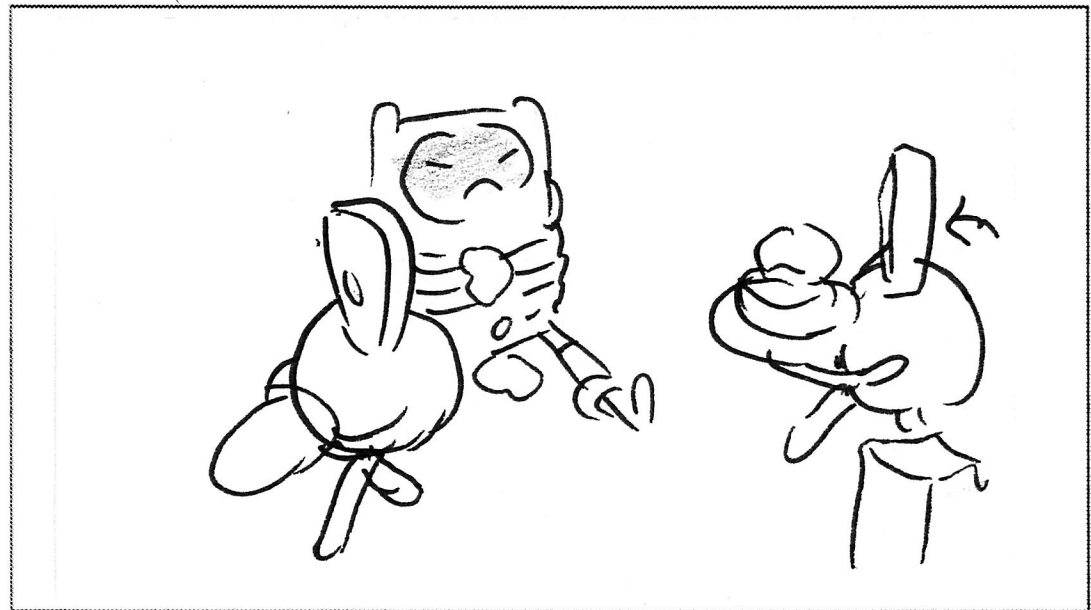
Production :



Sc. 93 Pnl. E Bg. day night



Sc. 93 Pnl. F Bg. day night



Dialog:

(KH) hahz!

Action:

Timing:

EPISODE #

Production :

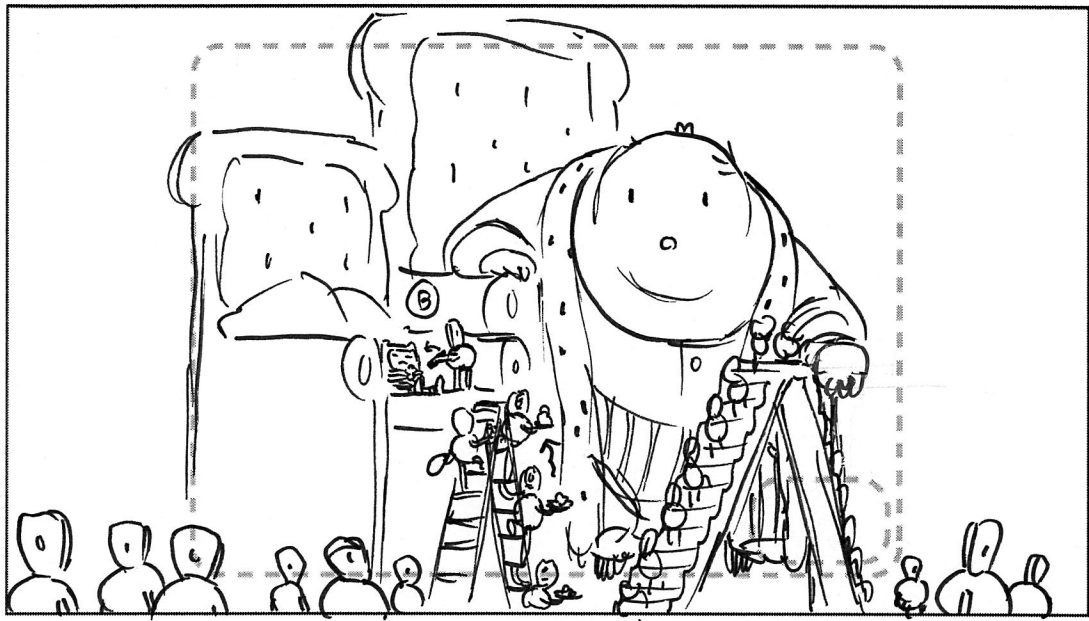
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

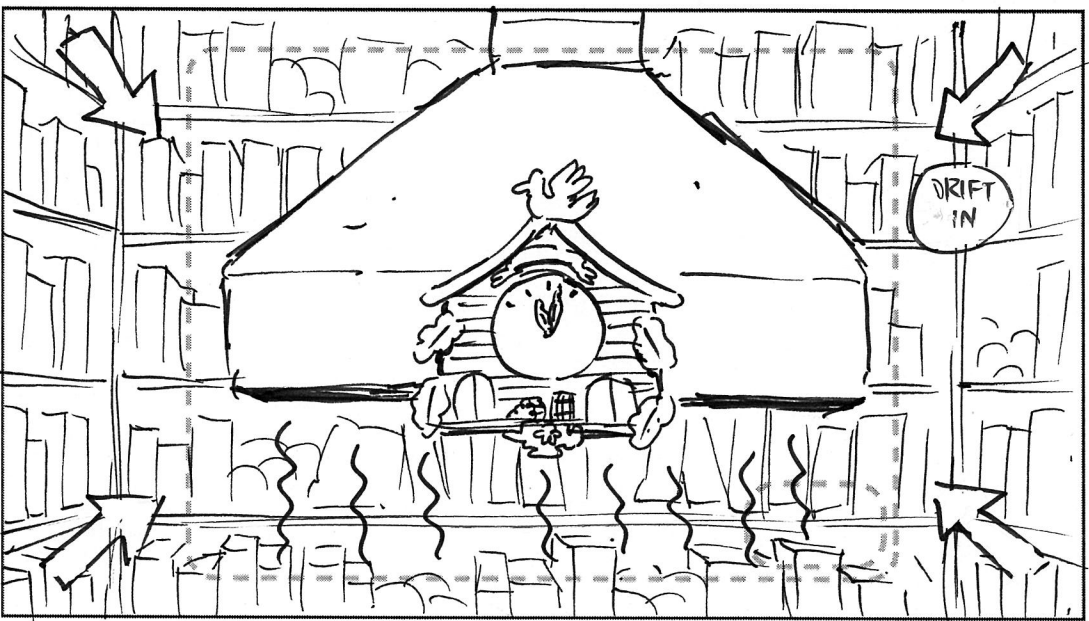
ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog: (KH) Soon you will see m'boy, → (KH) (OS) → All good things come to those who wait...

Action: (A) (V) clock: 11:02 SFX: Heat Shimmer.

Timing: (2) cycle: -climb up -throw food on Finn -climb down

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc. Pnl. Bg. day night

FADE TO
BLACK

Sc. Pnl. Bg. day night

FADE
IN

Dialog:

Action:

Timing:

EPISODE #

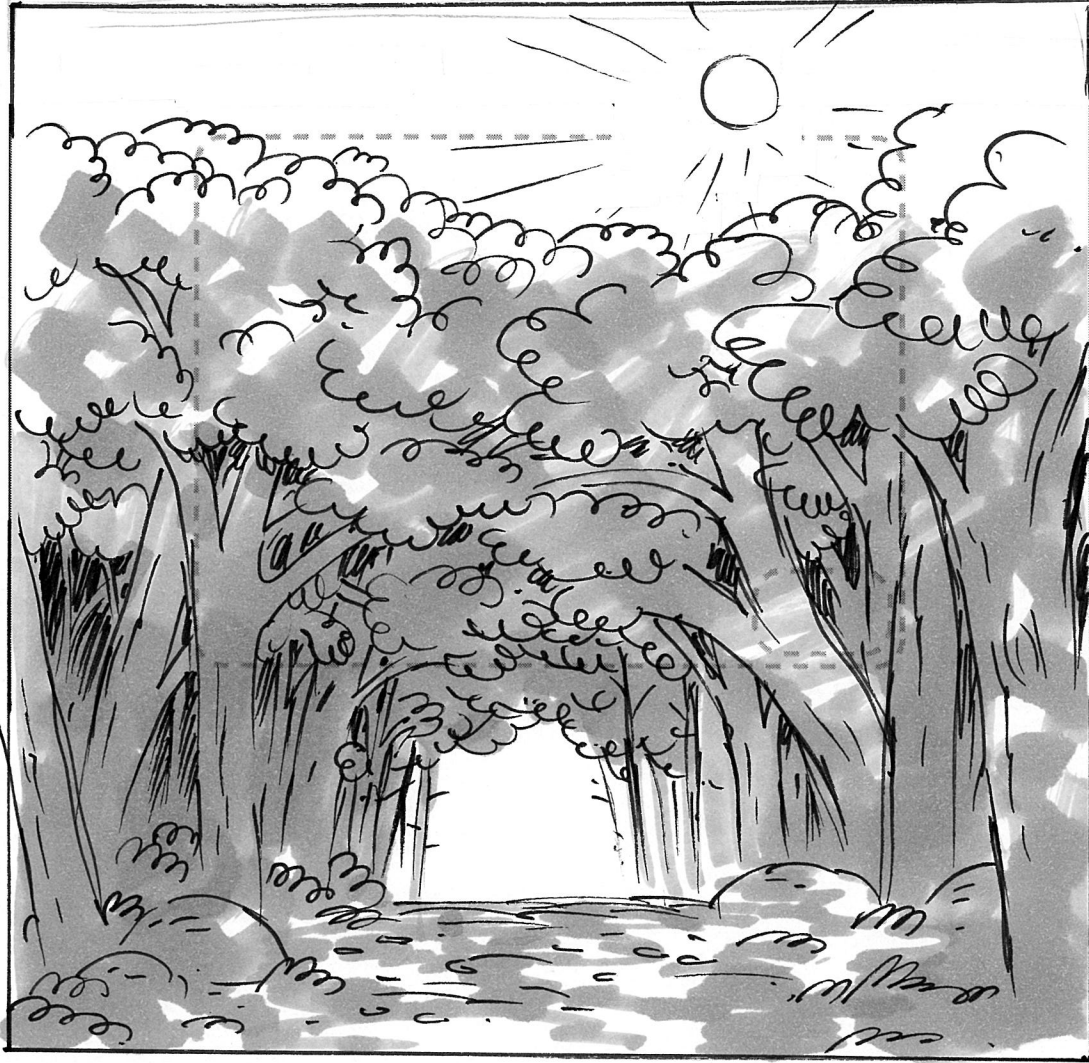
Production :

1025-193

ADVENTURE TIME



↓ (ADJ)



Sc. 96 Pnl. A Bg. _____

Dialog:	SFX: * wagon wheels squeaking * → (seven:) * whistling * (same tune as during introduction)
Action:	☆ This segment should have some kinda vase-lens flashback effect.
Timing:	

EPISODE #

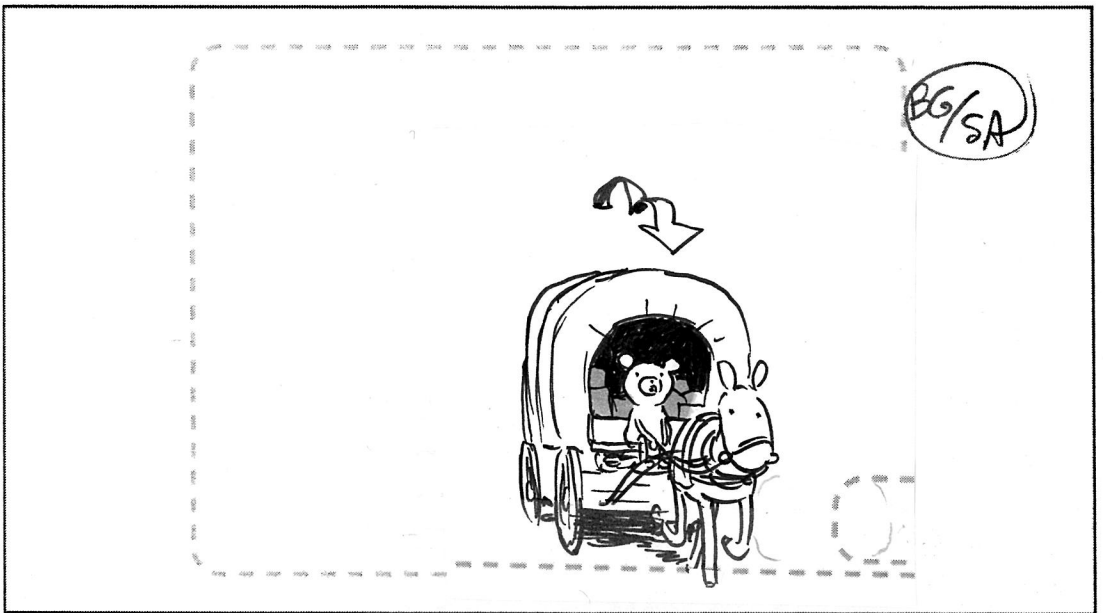
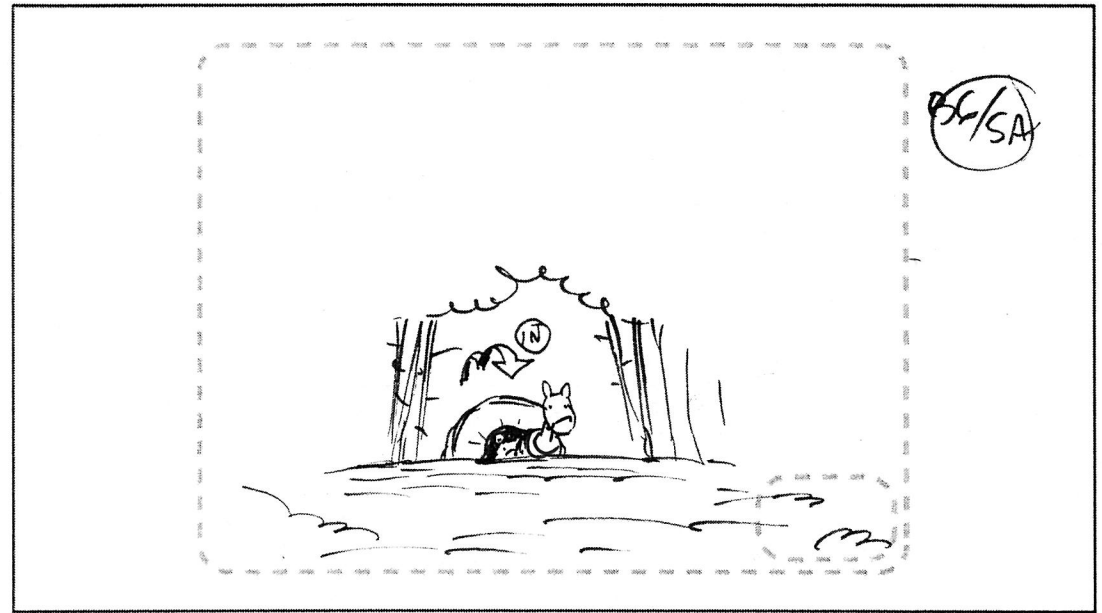
Production :

ADVENTURE TIME



Sc. 96 Pnl. B Bg. day night

Sc. 96 Pnl. C Bg. day night



Dialog: SEVEN V.O. It started out as a day like any other. → SEVEN VO → I was a door-to-door sales bear, →

SFX: whistling/squeaking →

Action: SEVEN: AGE A (see chart)

Timing:

1025-193

EPISODE #

Production :

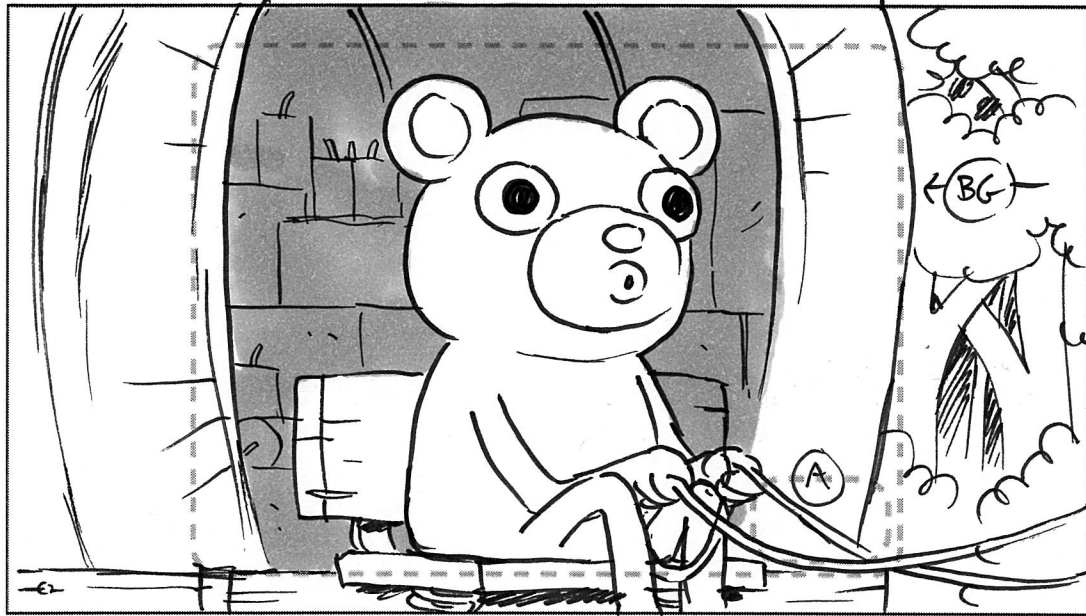
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

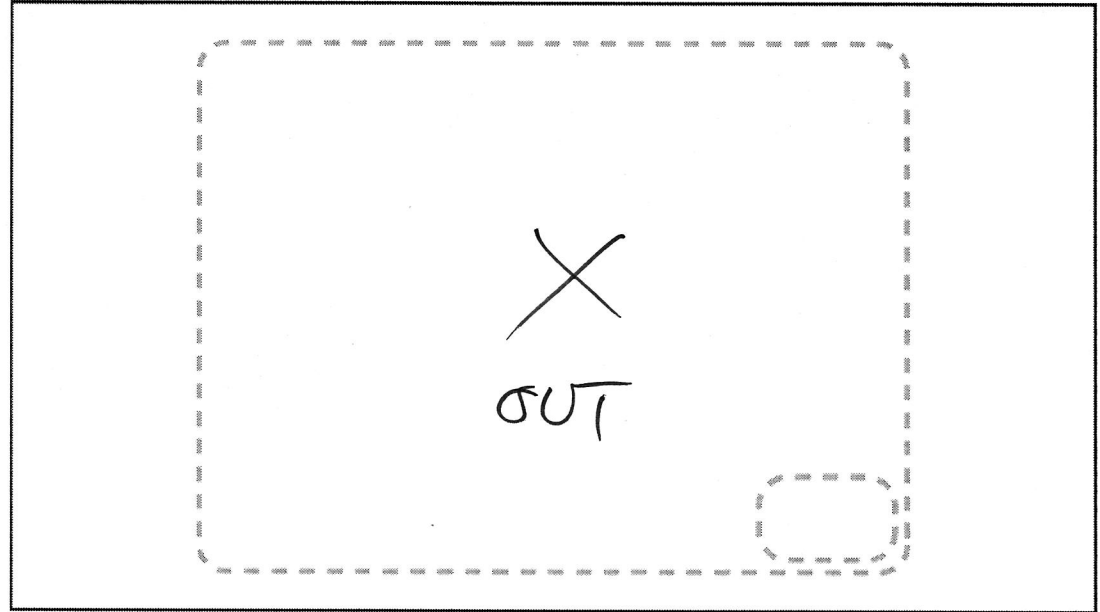


Page 109

Sc. 97 Pnl. A Bg. day night



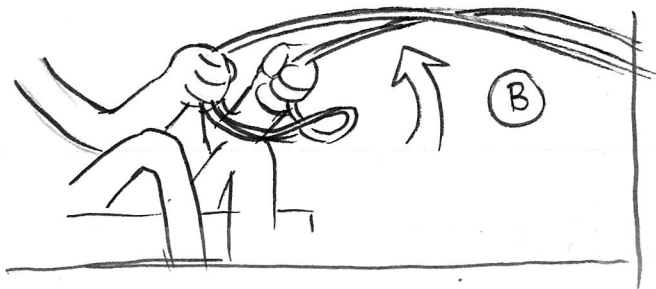
Sc. Pnl. Bg. day night



Dialog: SEVEN (V.O.) → specializing in candles and playing cards, making my way to the Candy Kingdom like I'd done 200 times before.

Action

Timing



reins: (A)(B)(A)
(not too violent, close to beginning of scene. I.E. - shouldn't seem like cause of horse's freakout in next scene.)

EPISODE #

Production :

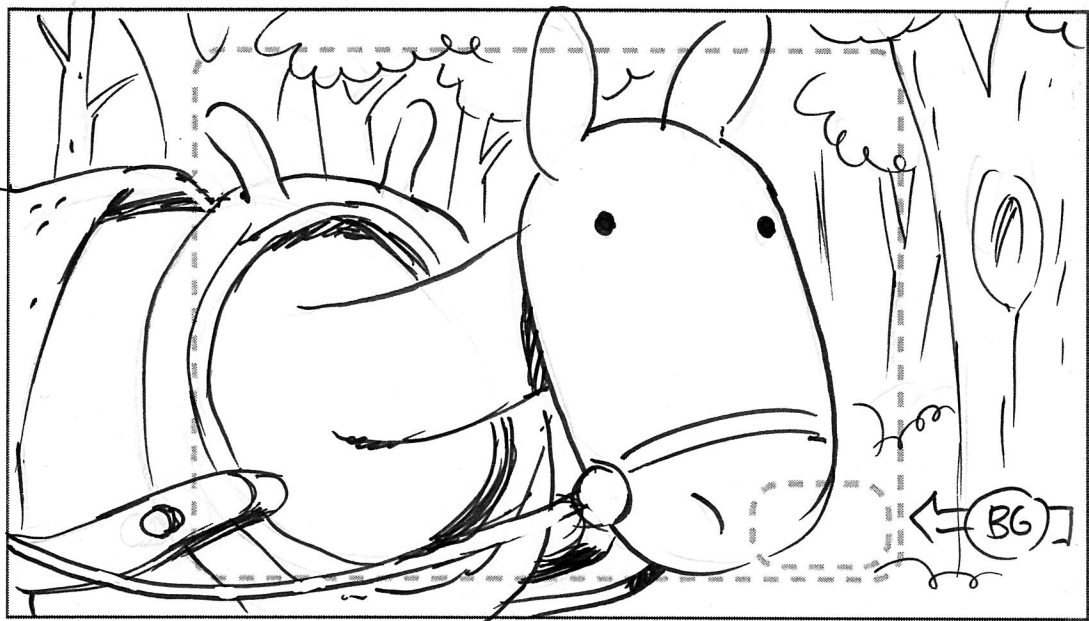
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

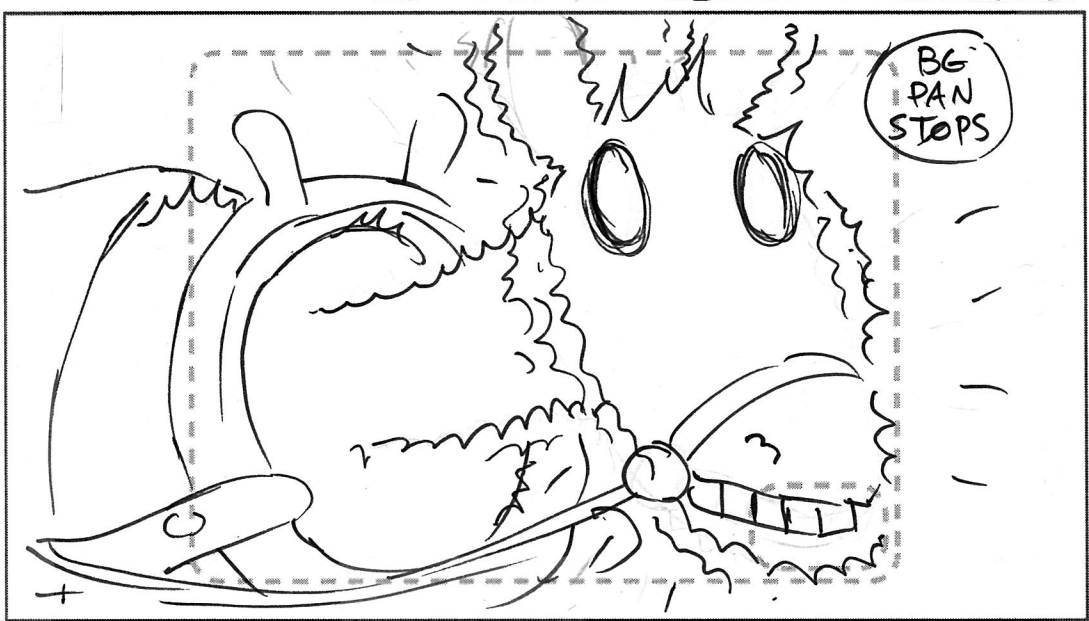
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog: SEVEN U.O. I guess my horse got stung by a bee or somethin', →

Action: -- Horse is emotionally electrified by inner problems.

Timing:

EPISODE #

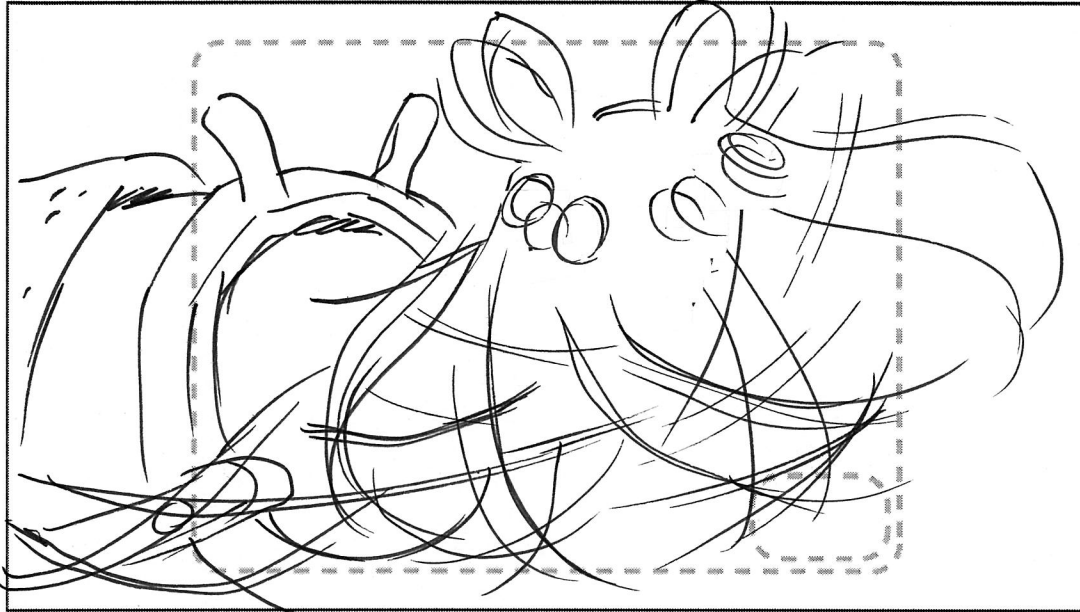
Production :

1025-193

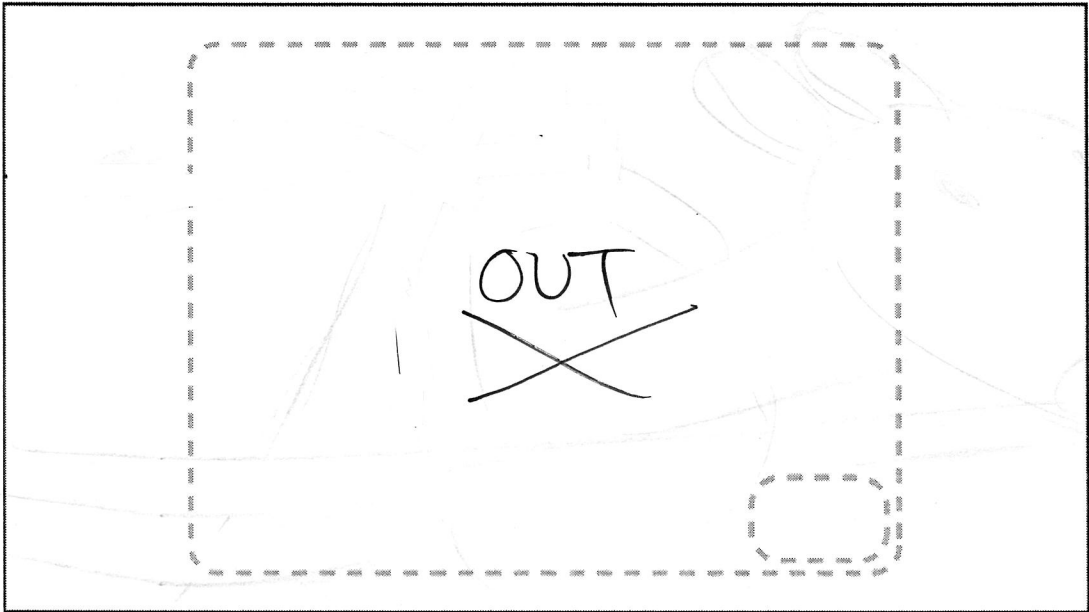
ADVENTURE TIME



Sc. 98 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: SEVEN V.O. → cuz all of a sudden he just skronked the math out.

Action:

Timing:

EPISODE #

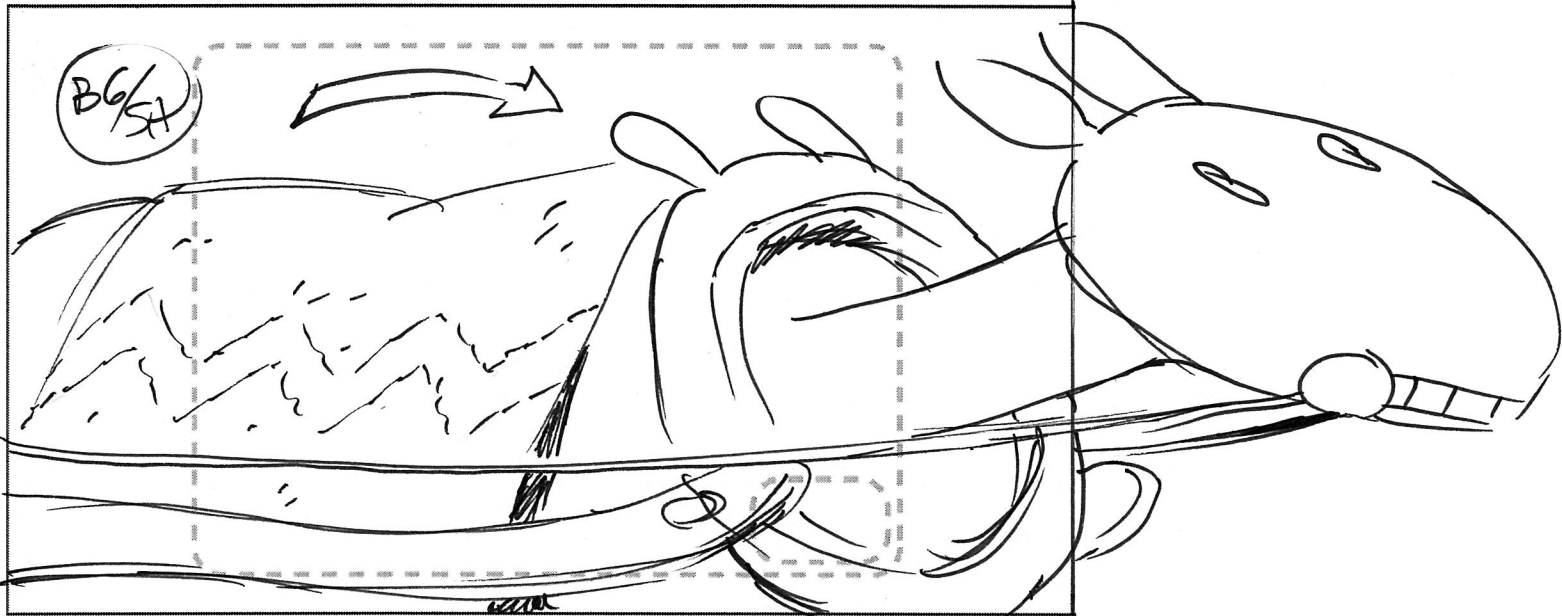
Production :

1025-193

ADVENTURE TIME



Sc. 98 Pnl. D Bg. day night



Dialog:
Action: - Horse bolts forward.
Timing:

EPISODE #

Production :

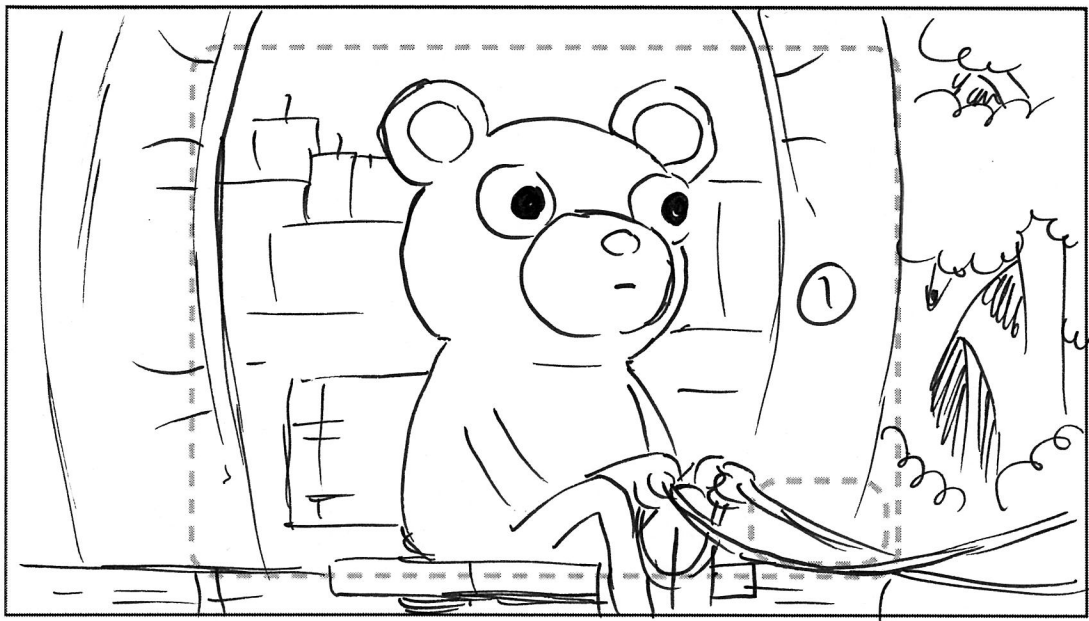
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

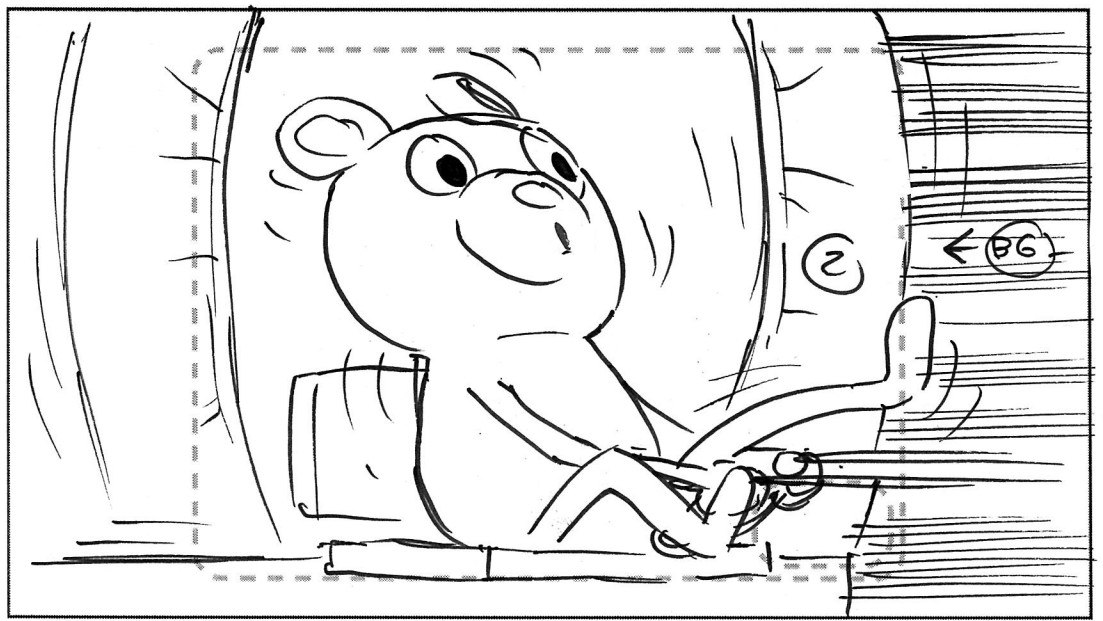
ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night



Dialog:	
Action:	- Cart bolts forward
Timing:	

EPISODE #

Production :

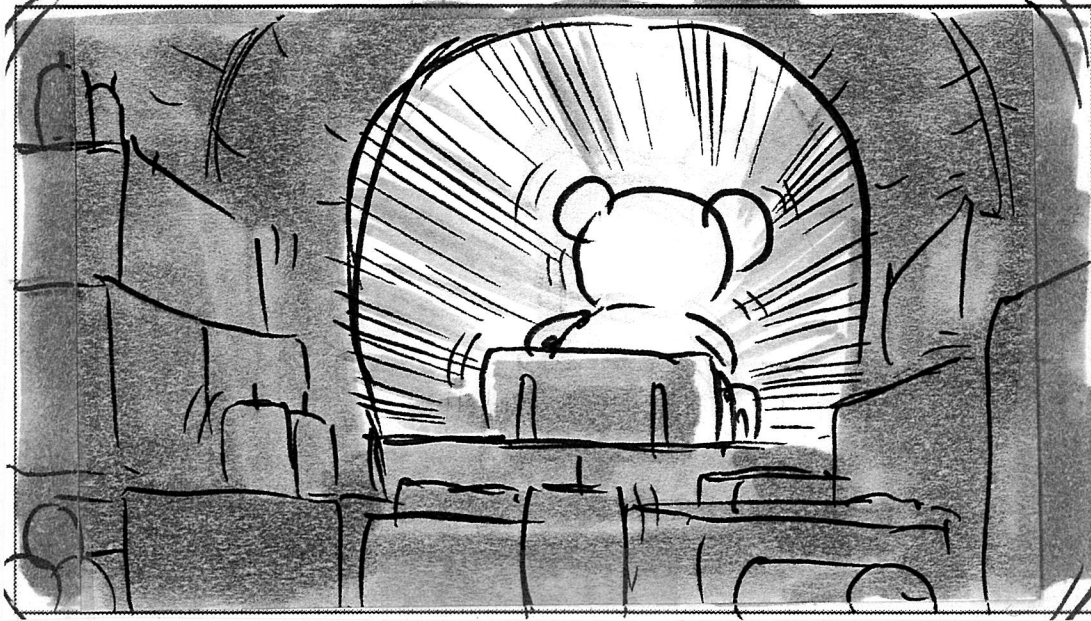
1025-193

ADVENTURE TIME

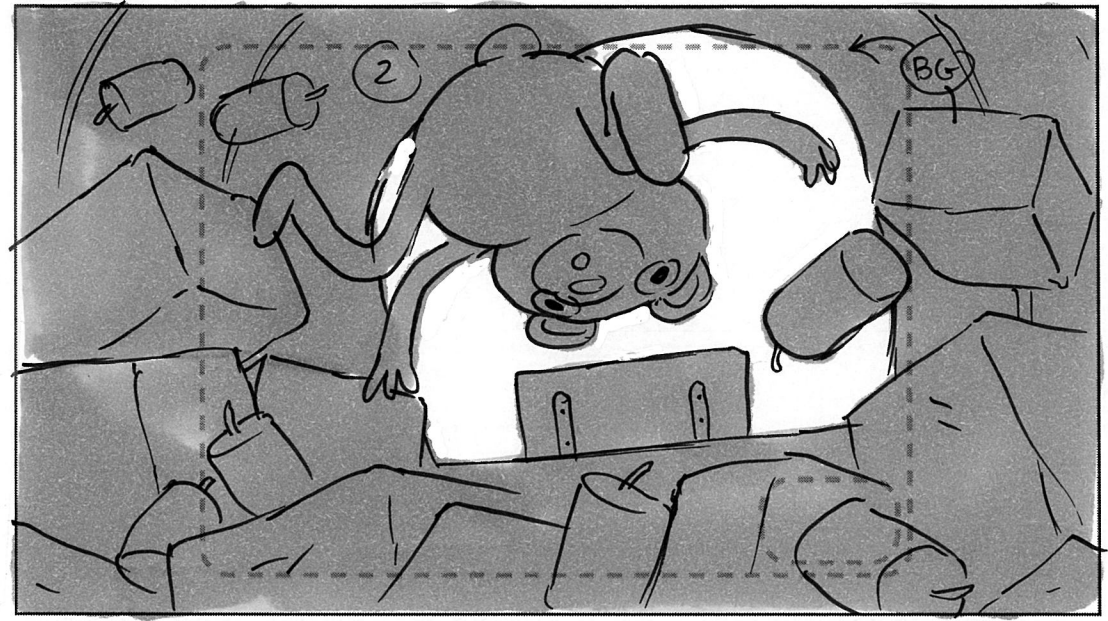


Page 114

Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog: (SEVEN) VO → We went off-road and I got thrown back into my wagon.

Action: * {{ screen shakes/rattles as cart enters rough terrain }}

When wagon hits bump, action eases, Zack Snyder style, into slow motion.

Timing: Bg outside the wagon dissolves to pure white.



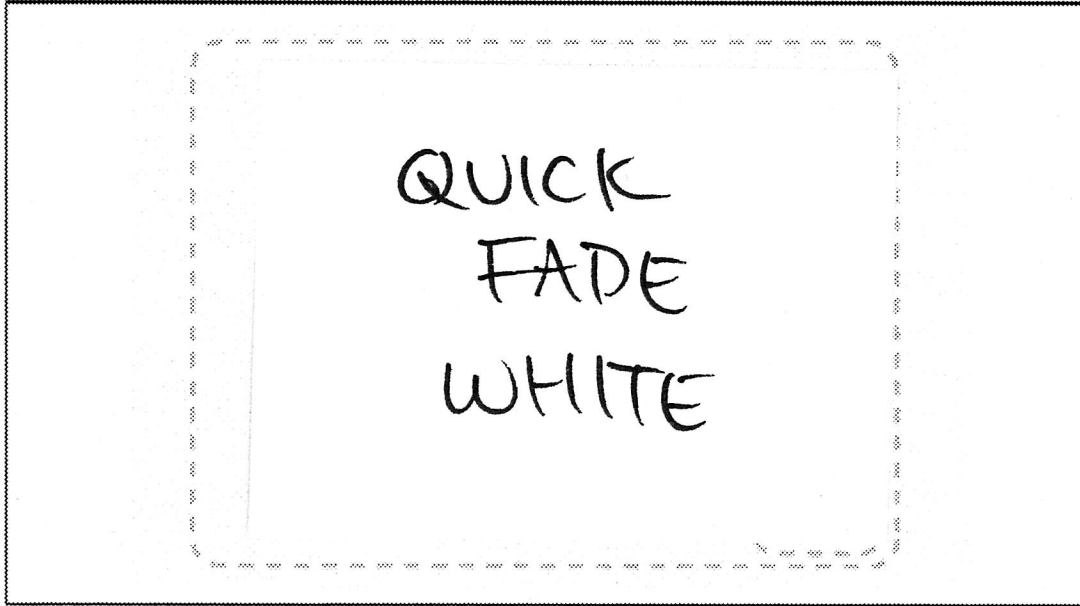
EPISODE #

Production :

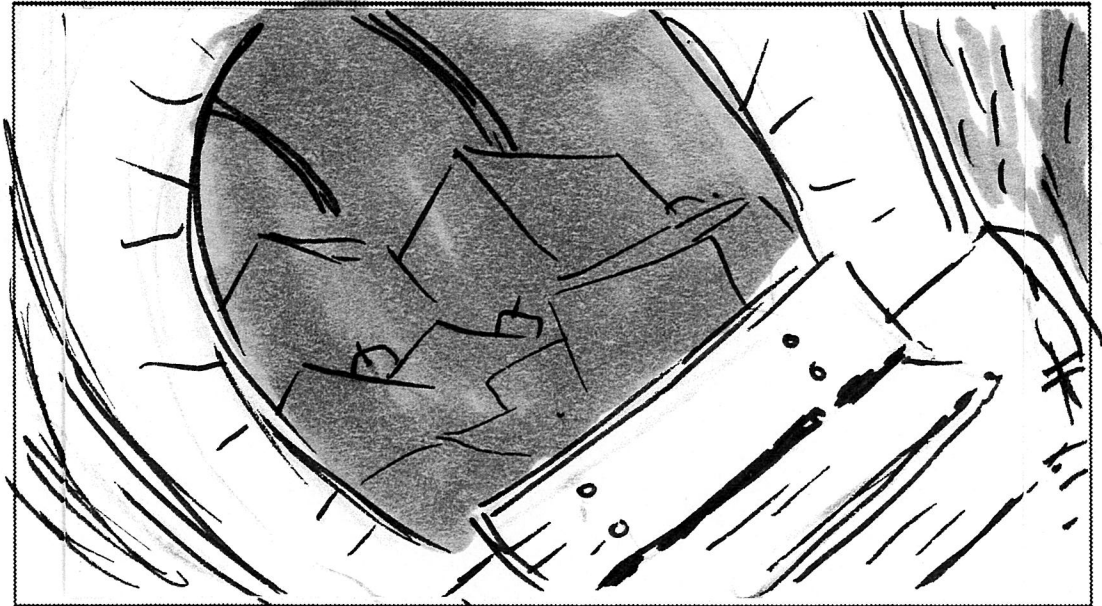
1025-193



Sc. Pnl. Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(SEVEN) (J.A.) When the shaking stopped, →

EPISODE #

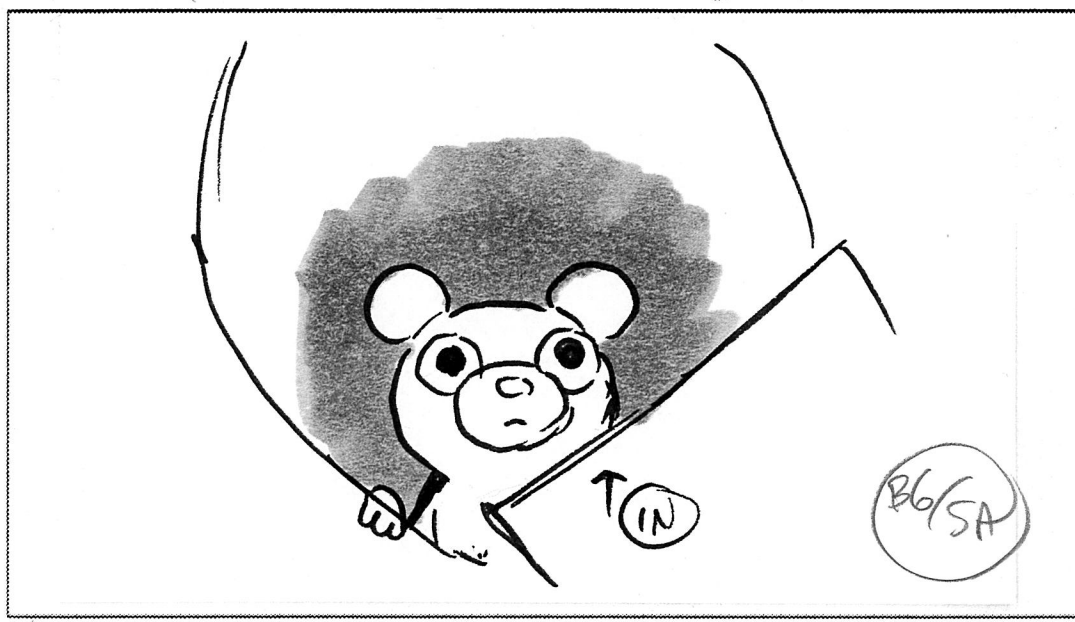
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

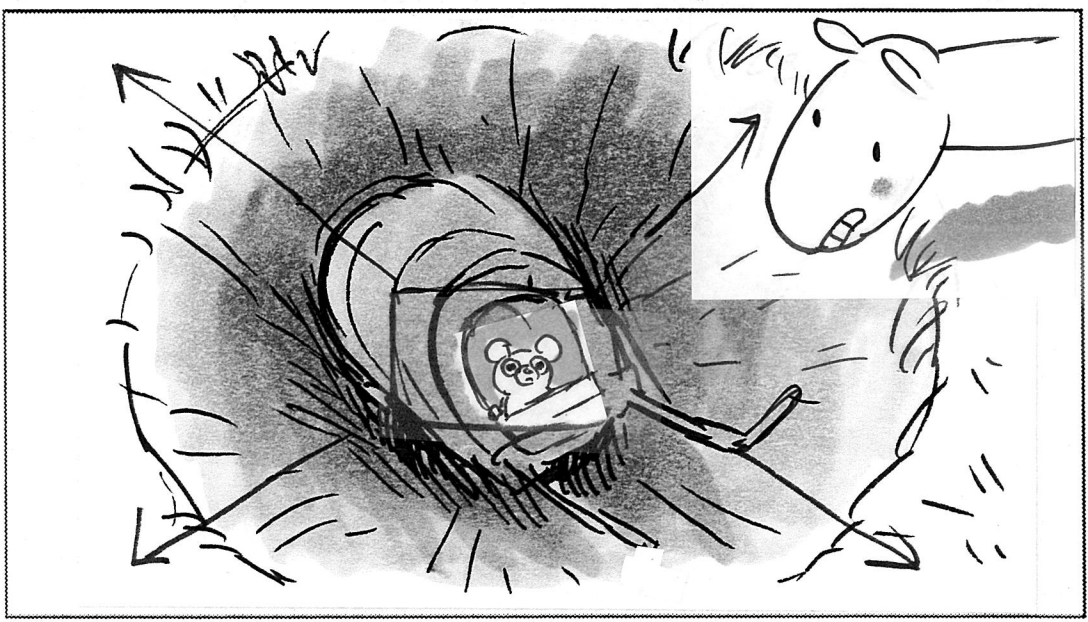
ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night

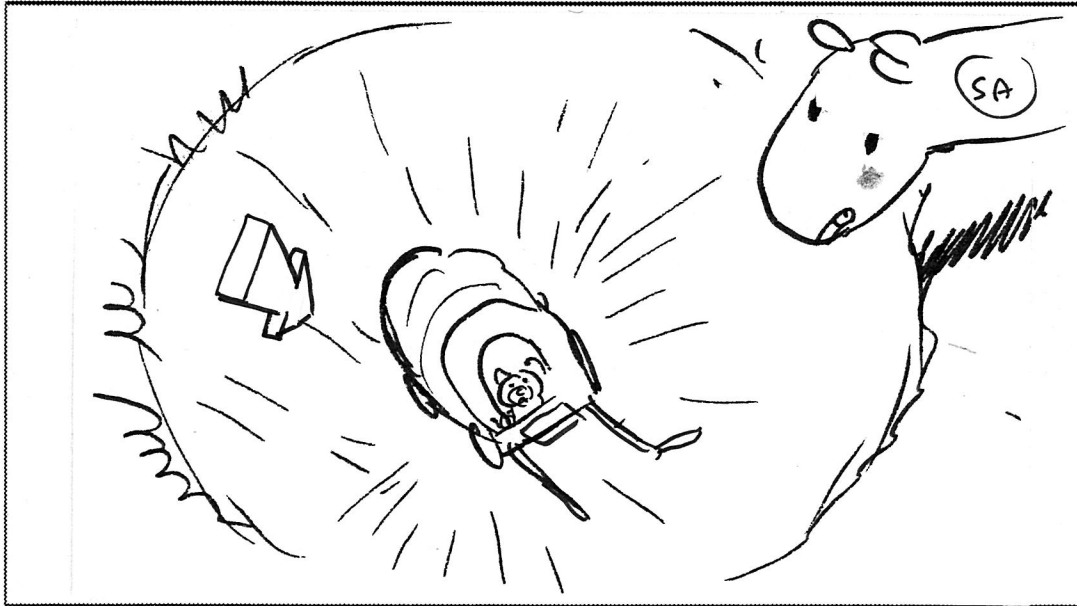


Sc. 101 Pnl. C Bg. day night



Dialog:	→ I crawled out,	→ only to find I was wedged deep in a hole and sinking fast -
Action:		
Timing:		

Sc. 101 Pnl. D Bg. day night



Dialog:

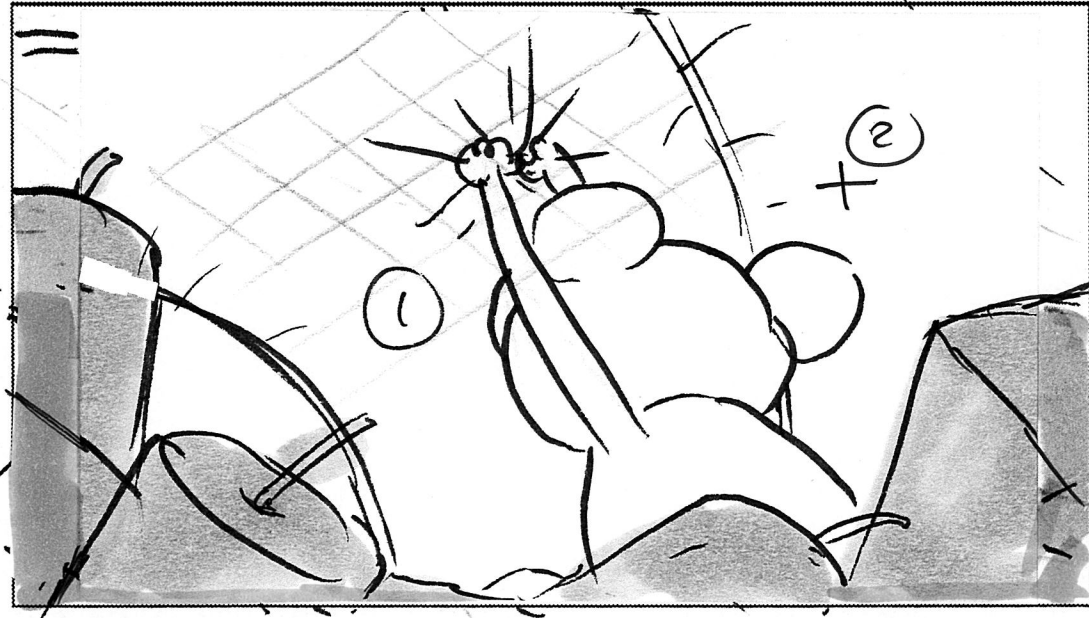
* SCRAAPPÉ *

Action: - wagon sinks further into hole.

Timing:

c.u.

Sc. 102 Pnl. A Bg. day night



Production :

- Seven pulls the bar/rod covering off the wagon hoop/ribs

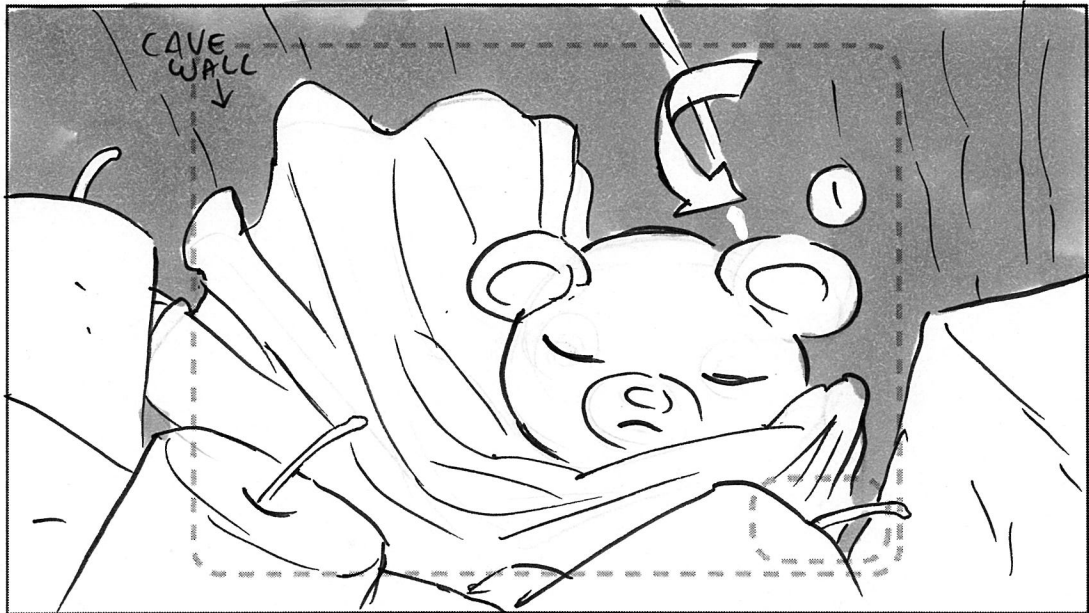
EPISODE #

1025-193

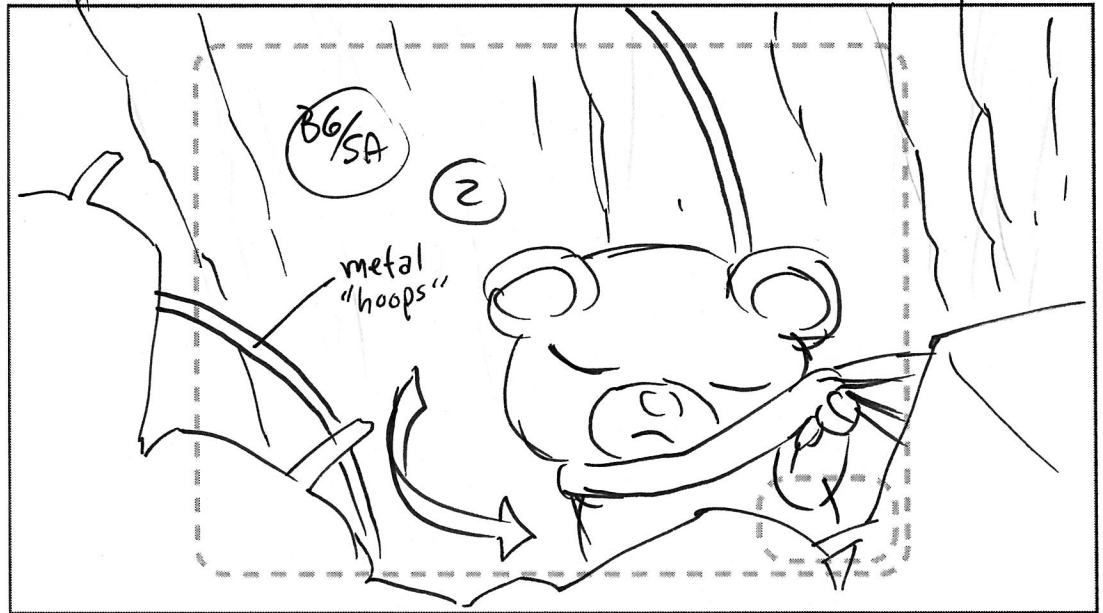
ADVENTURE TIME



Sc. 102 Pnl. B Bg. day night



Sc. 102 Pnl. C Bg. day night



Dialog: SEVEN VO I had just enough time →

Action: (1)(2) : one continuous motion

Timing:

EPISODE #

Production :

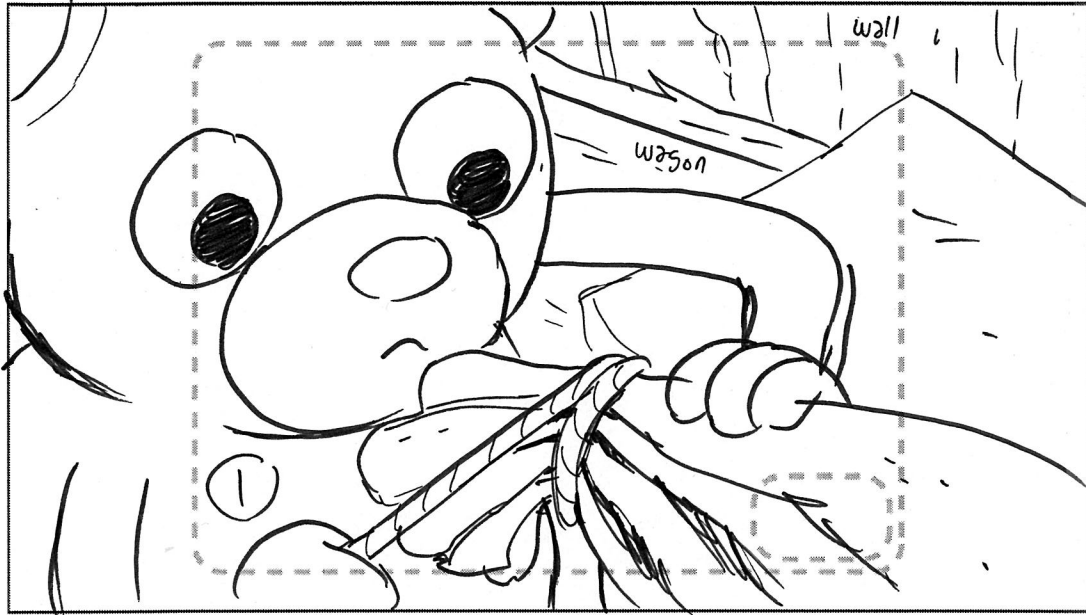
1025-193

ADVENTURE TIME

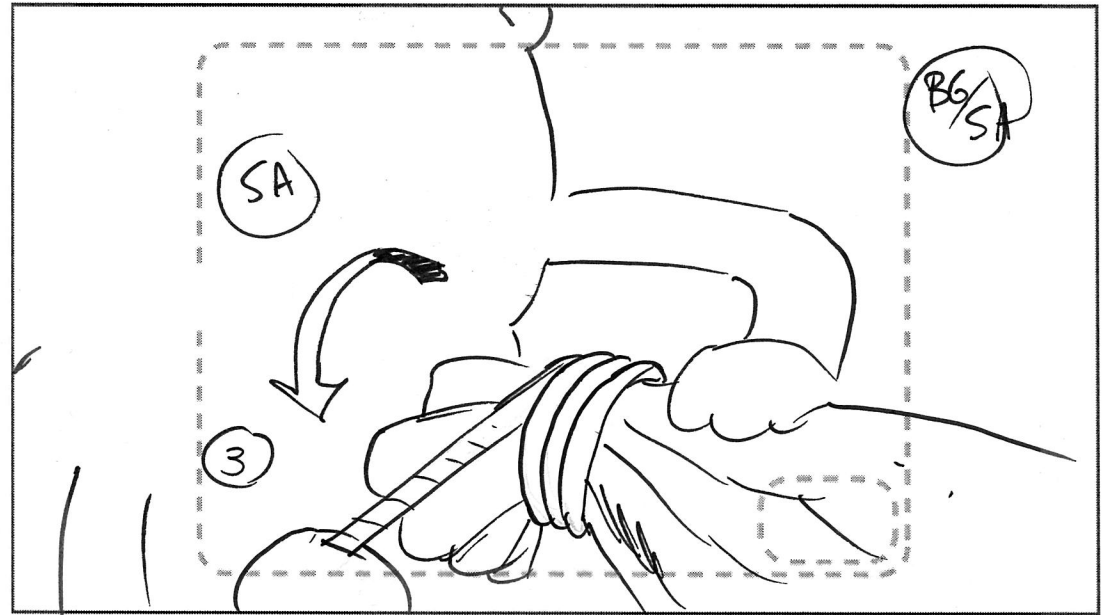


Page 119

Sc. 103 Pnl. A Bg. day night



Sc. 103 Pnl. B Bg. day night

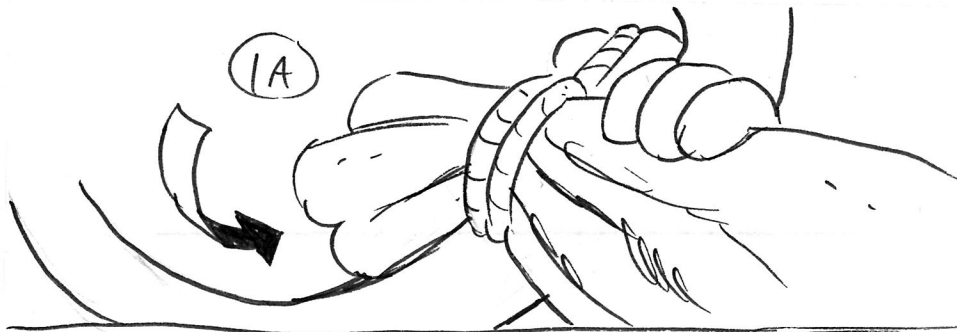


Dialog:

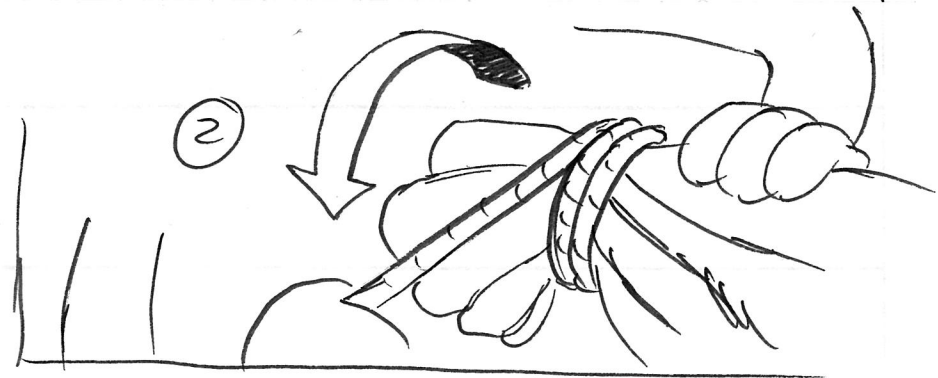
SEVEN v.o. → to rig up a parachute →

- Seven wrps rope around burlap

.....



1 1A 2 2A 3



EPISODE #

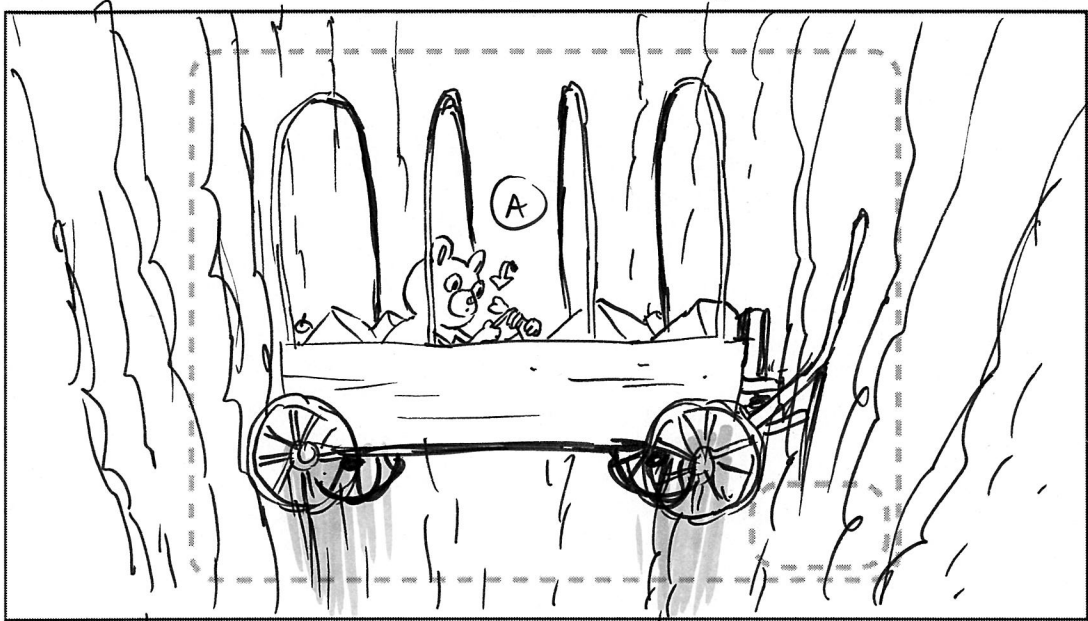
Production :

1025-193

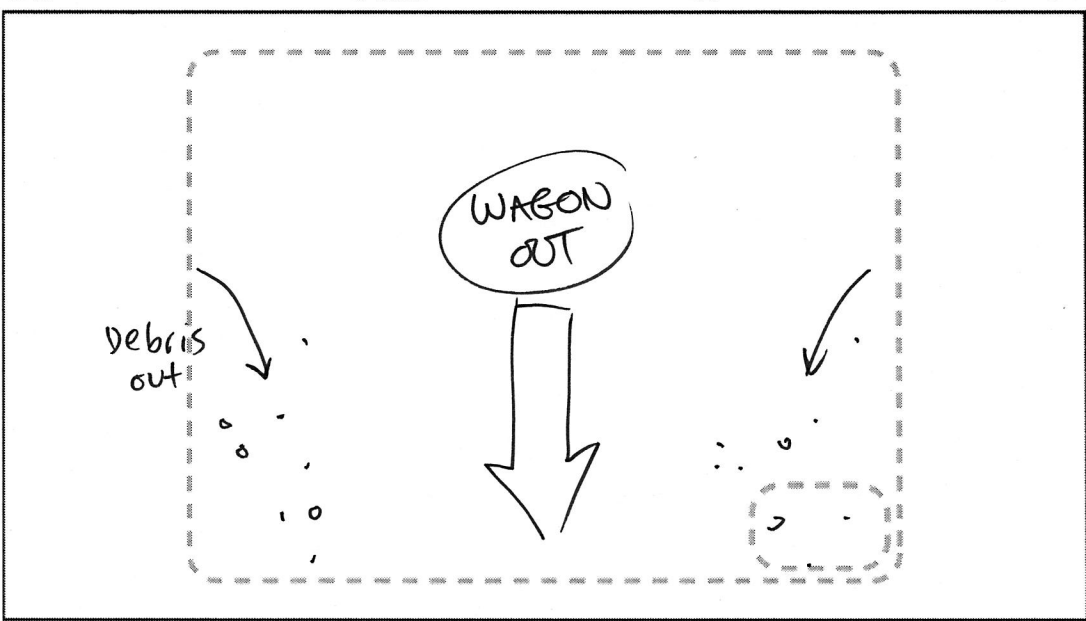
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



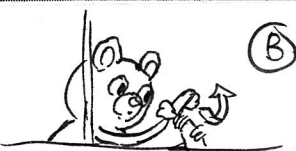
Sc. 104 Pnl. B Bg. day night



Dialog:

SFX: SCRAPE!

Action:
- Seven wrapping rope around burlap.



(A) (B) (A) (B) (A)



- Wagon suddenly gives way and falls quickly off screen.

Timing:

EPISODE #

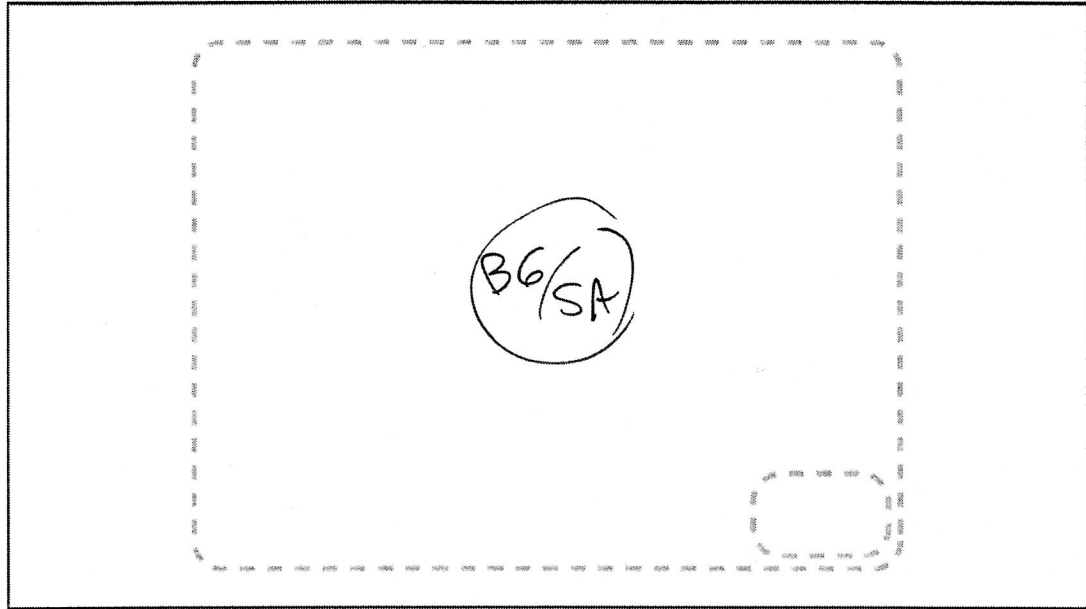
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

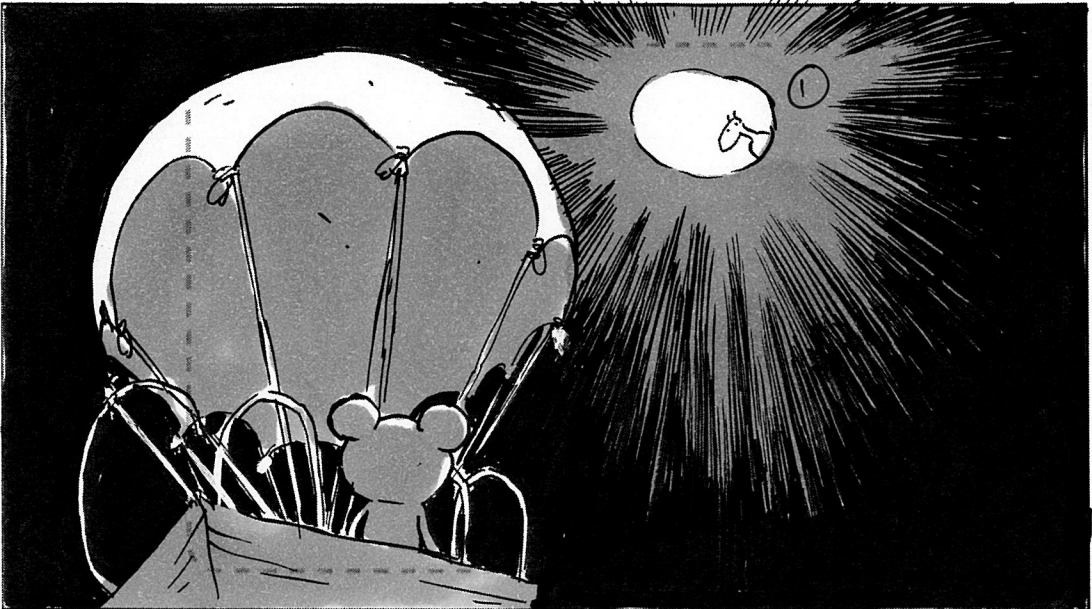
ADVENTURE TIME



Sc. 104 Pnl. C Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog:	(SFX) *FWUMP!* (parachute deploying)	(SEVEN) (U.O.) And I've been falling ever since...
Action:		
Timing:		(2) Hole shrinks as wagon falls slowly away.

EPISODE #

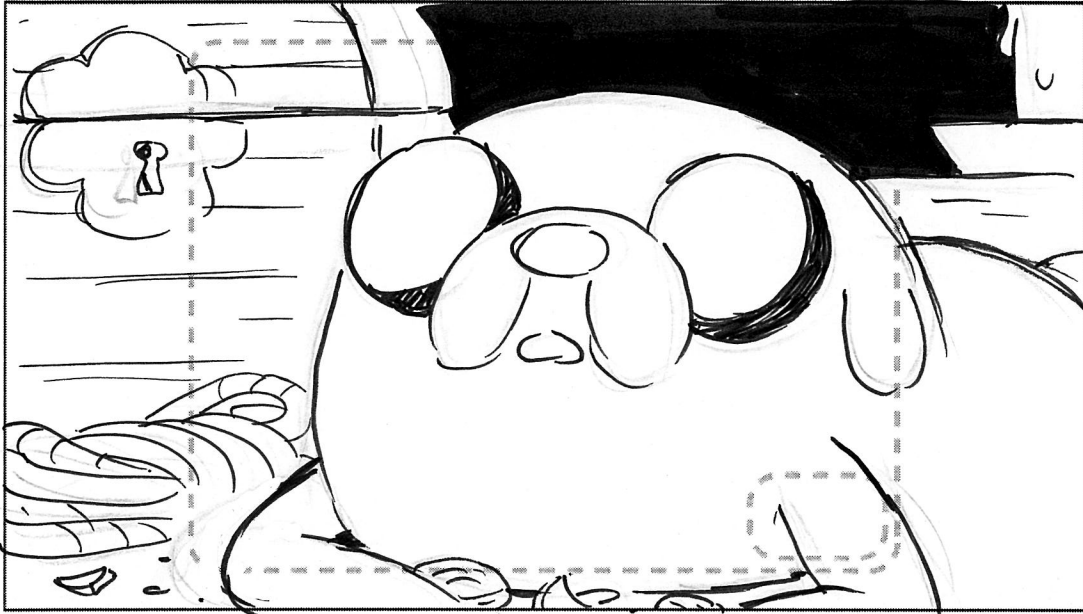
Production :

1025-193

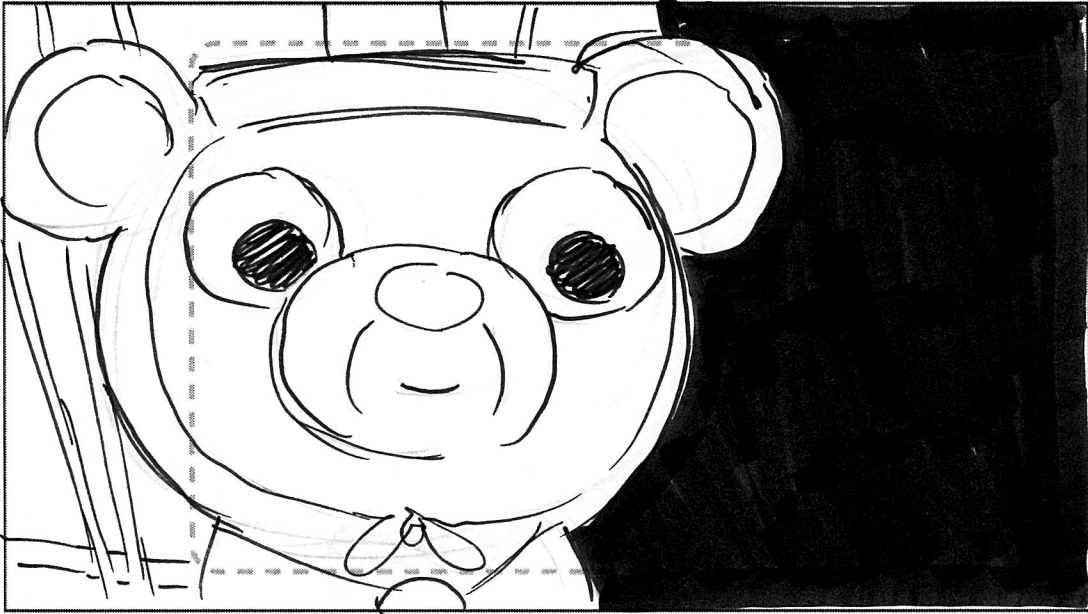
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night



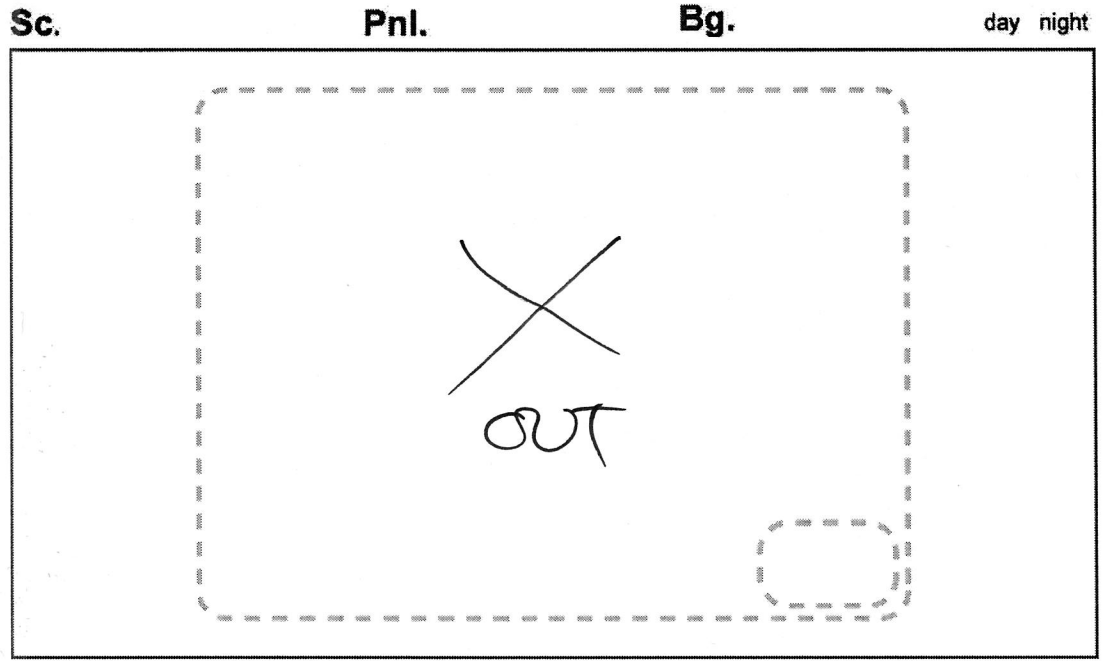
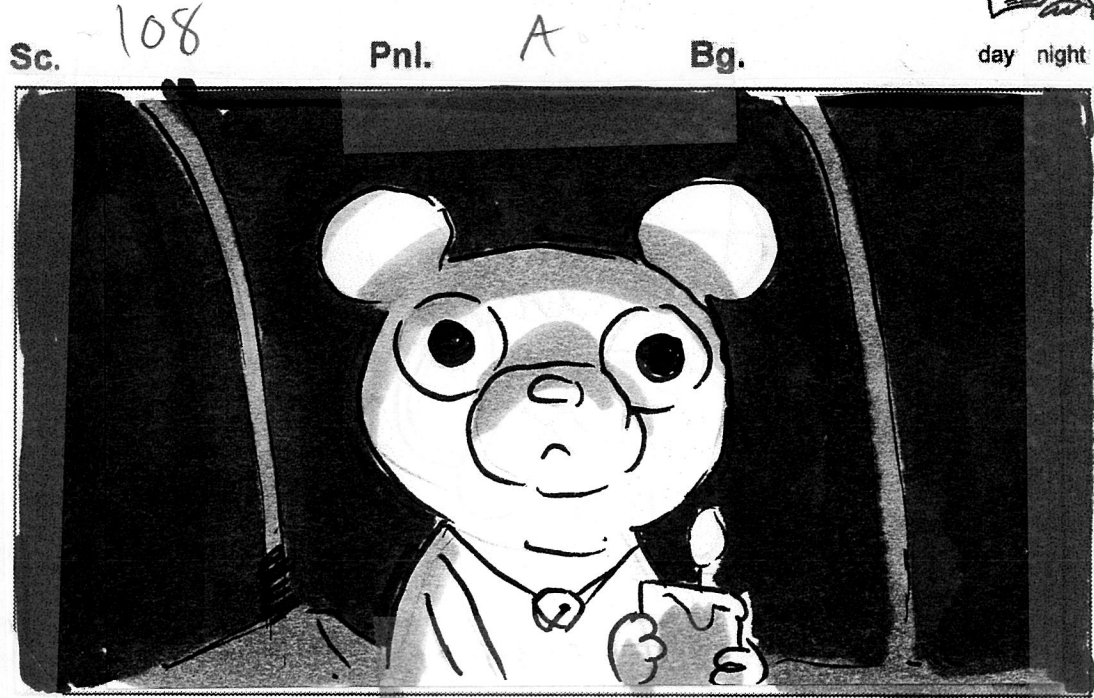
Dialog:	JAKE: who?	SEVEN: mm-hm.
Action:		
Timing:		

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog: SEVEN V.O. Sometimes walnuts would fall into the hole, →

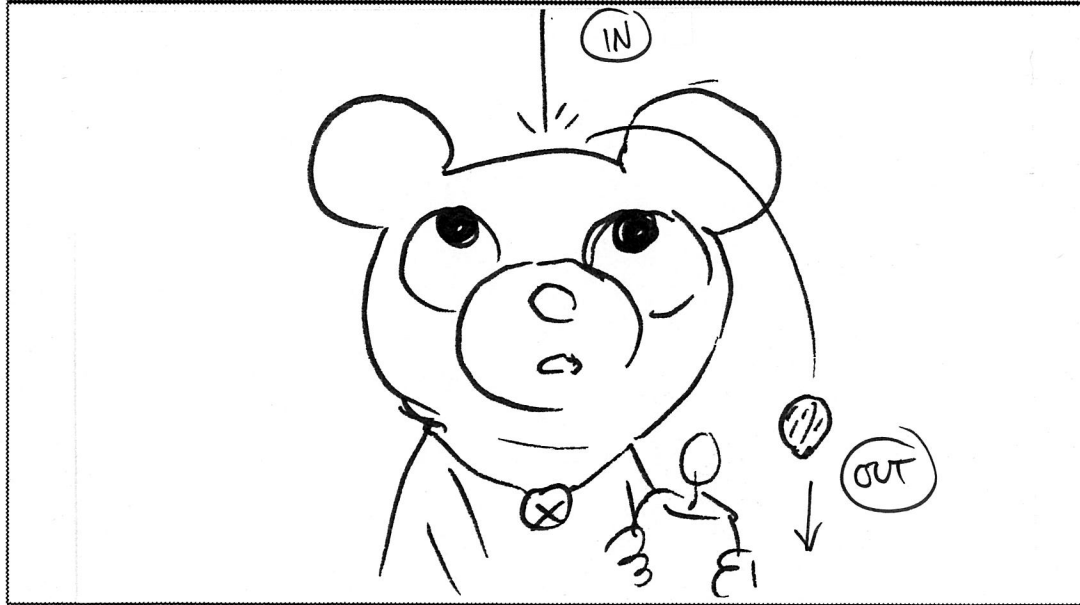
Action: AGE (B)

Timing:

EPISODE #
Production :

1025-193

Sc. 108 Pnl. B Bg. day night



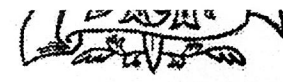
Dialog:

Action:

Timing:

②

- Walnut falls on Seven's head and bounces off screen.



Sc. 109 Pnl. A Bg. day night



⑦ → and sometimes Rain.

- Rain falls on Seven's face.

ADVENTURE TIME



Sc. Pnl. Bg. day night

X
Dissolve

Sc. 110 Pnl. A Bg. day night

Dialog:

Action:

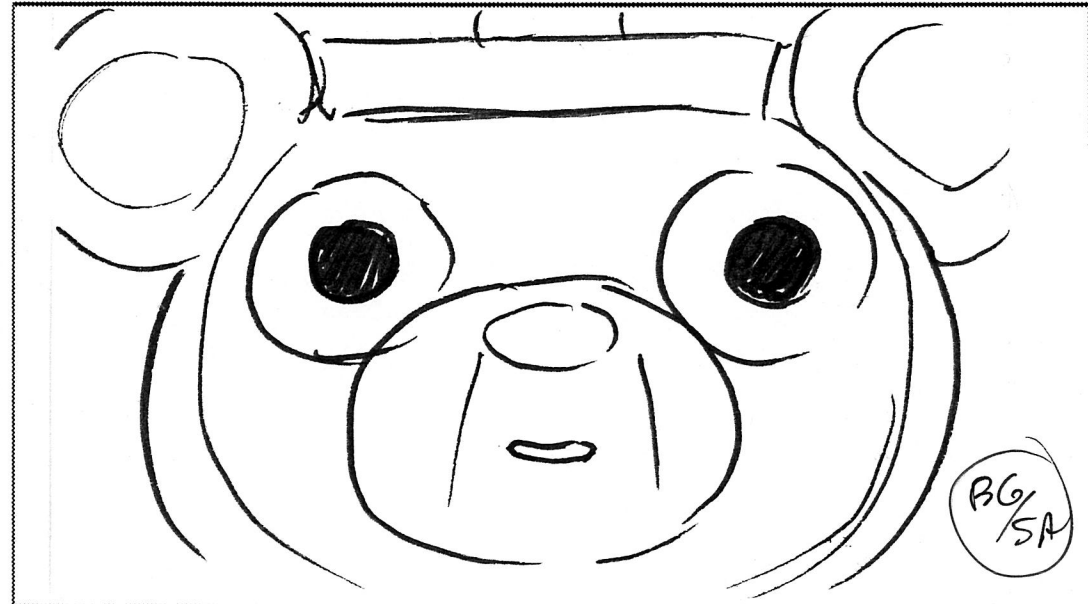
Timing:

EPISODE #

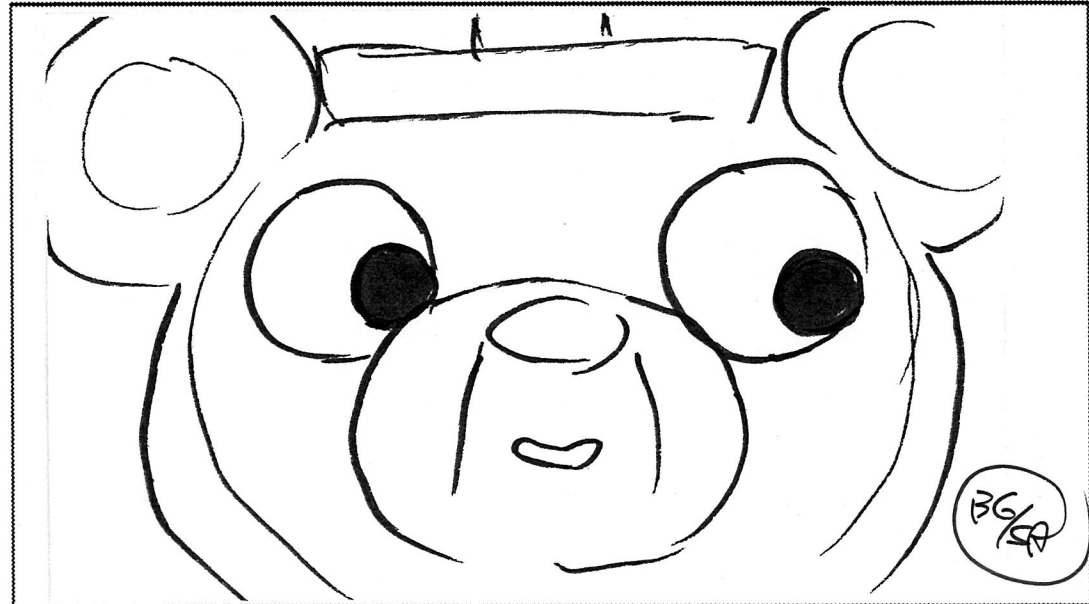
Production :

1025-193

Sc. 110 Pnl. B Bg. day night



Sc. 110 Pnl. C Bg. day night



Dialog:	(7:) and...	→	I guess that was enough.
Action:			
Timing:			

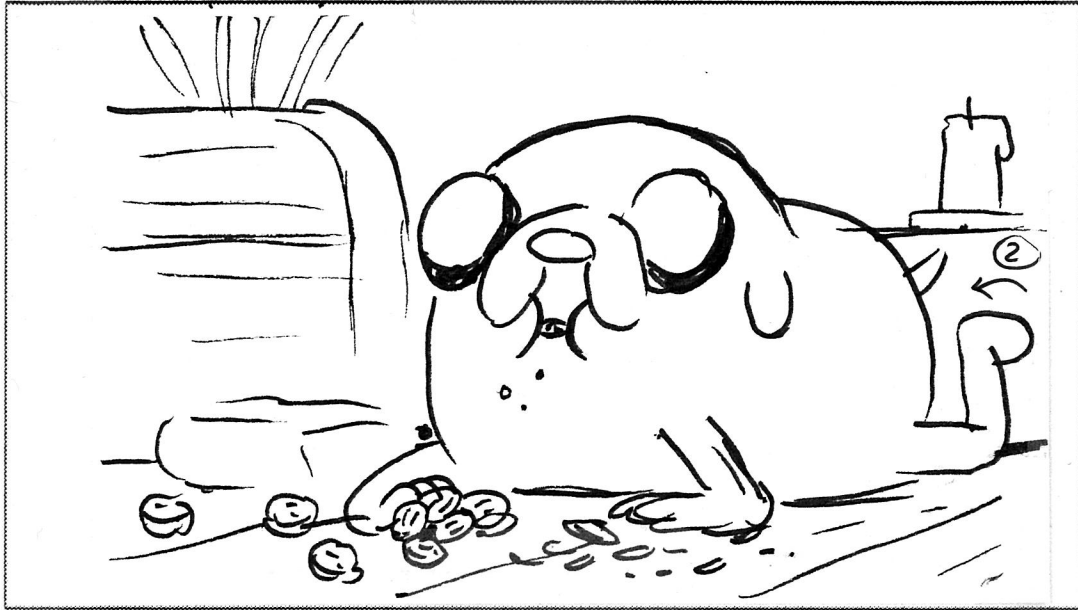
Production :
EPISODE #

1025-192

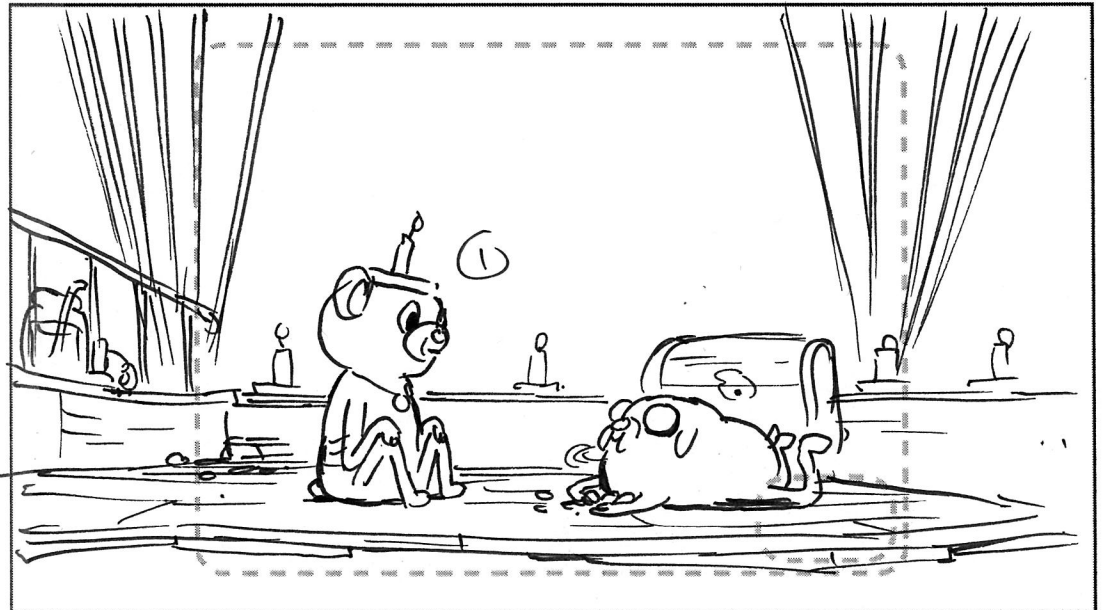
ADVENTURE TIME



Sc. 111 Pnl. A Bg. day night



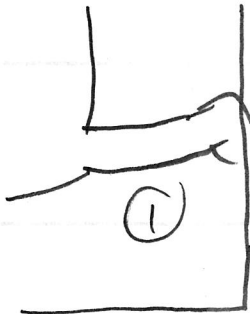
Sc. 112 Pnl. A Bg. day night



Dialog: (J:) Whoa, so... how did you pass the time? (Seven:) Well, for a long time I just waited to be rescued.

Action:

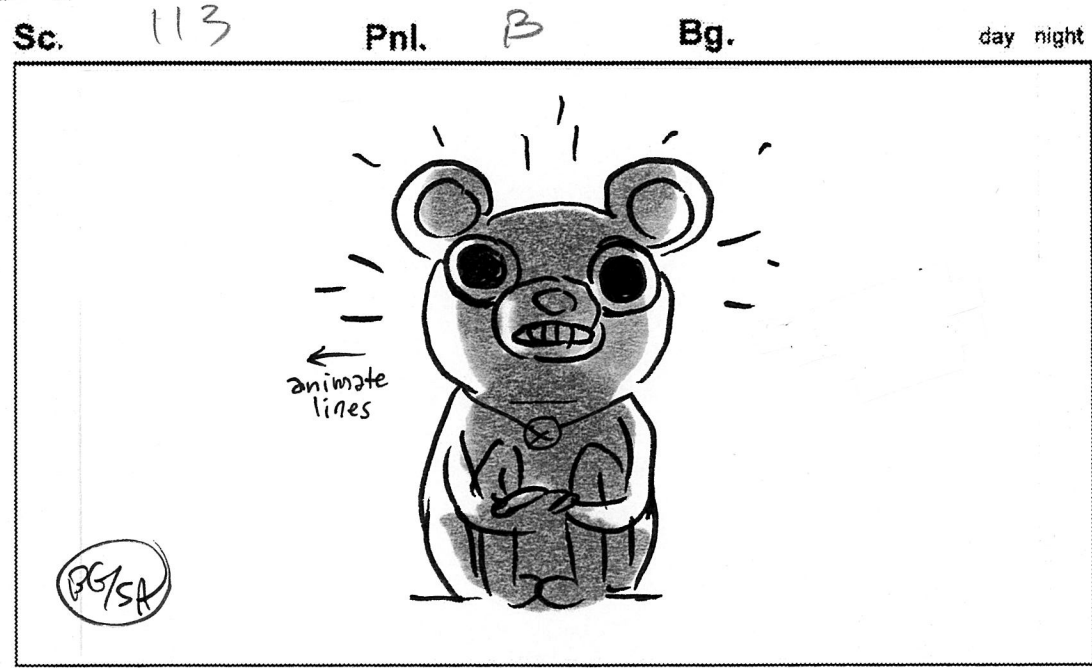
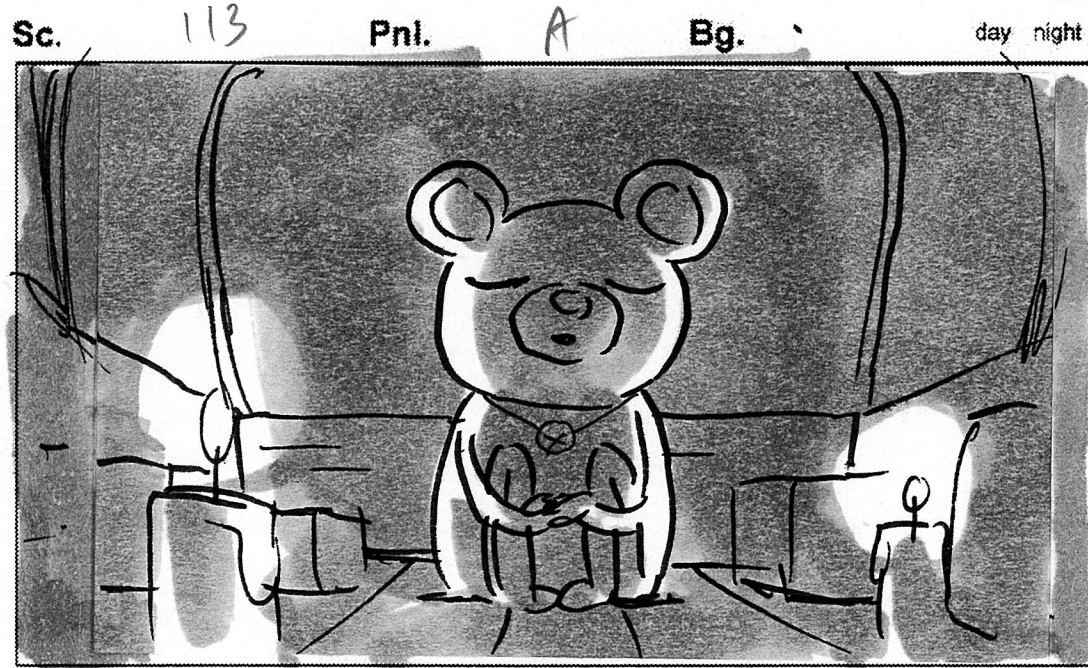
Timing:



EPISODE #

Production :

1025-193



Dialog: (7) 3599 mississippi
3600 mississippi

Action: AGE (B)

Timing:



(7) (VO) but that
was crazy
boring.

EPISODE #

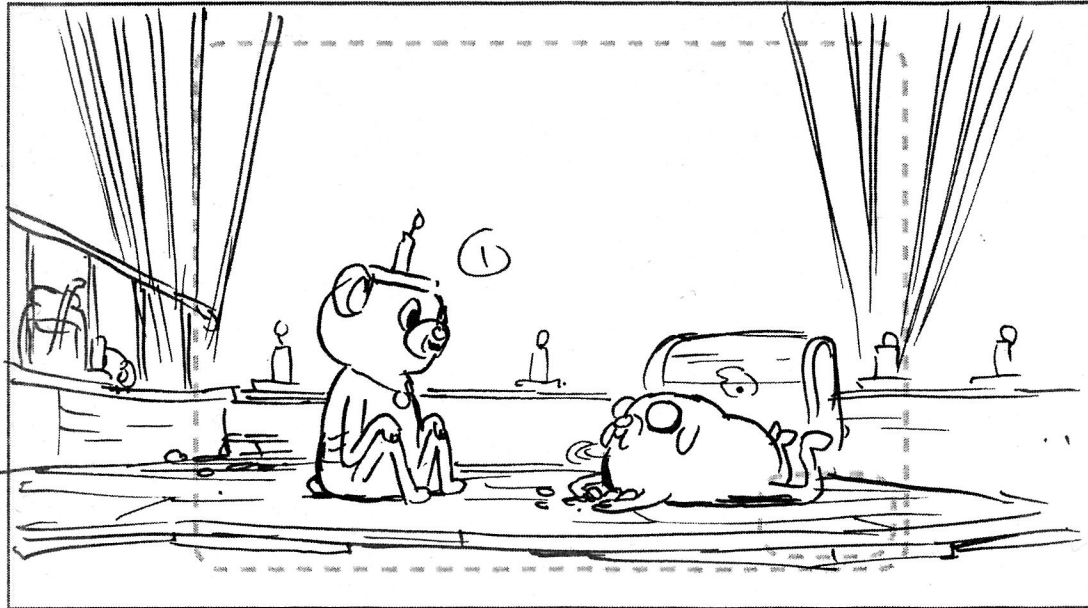
Production :

1025-193

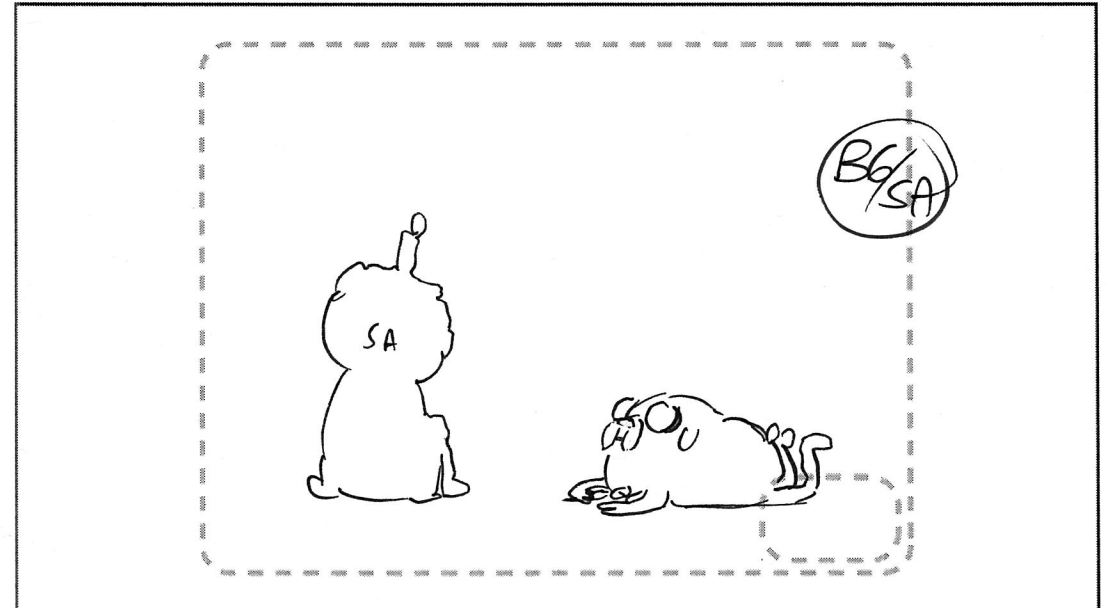
ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night



Dialog:

seven: ① so then I got really ② into freecell,
and things got ① a lot better

⑤: "freecell" ?

Action:

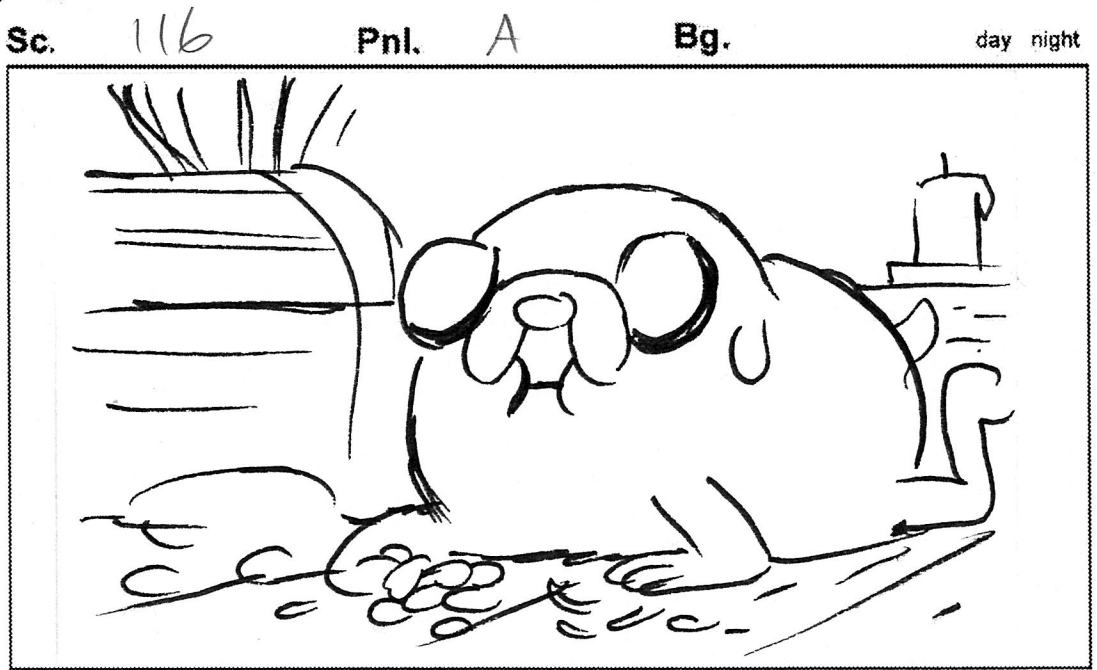
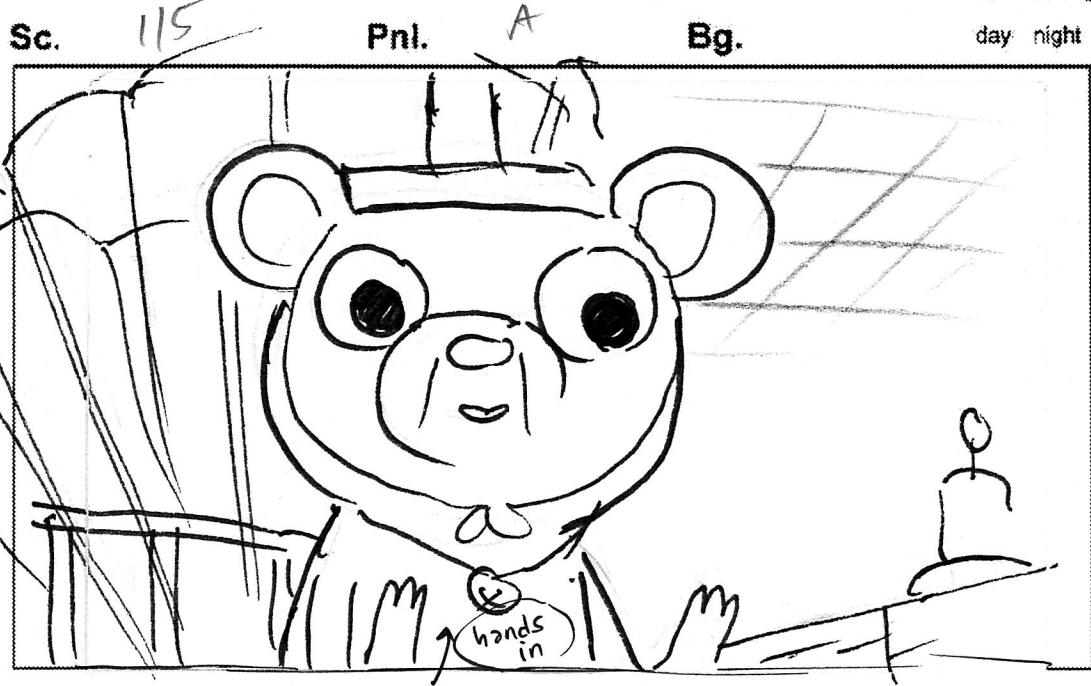
Timing:



EPISODE #

Production :

1025-193



Dialog:
(Seven): Yeah, it's like solitaire but there's very few unsolvable shuffles.

Action:

Timing:

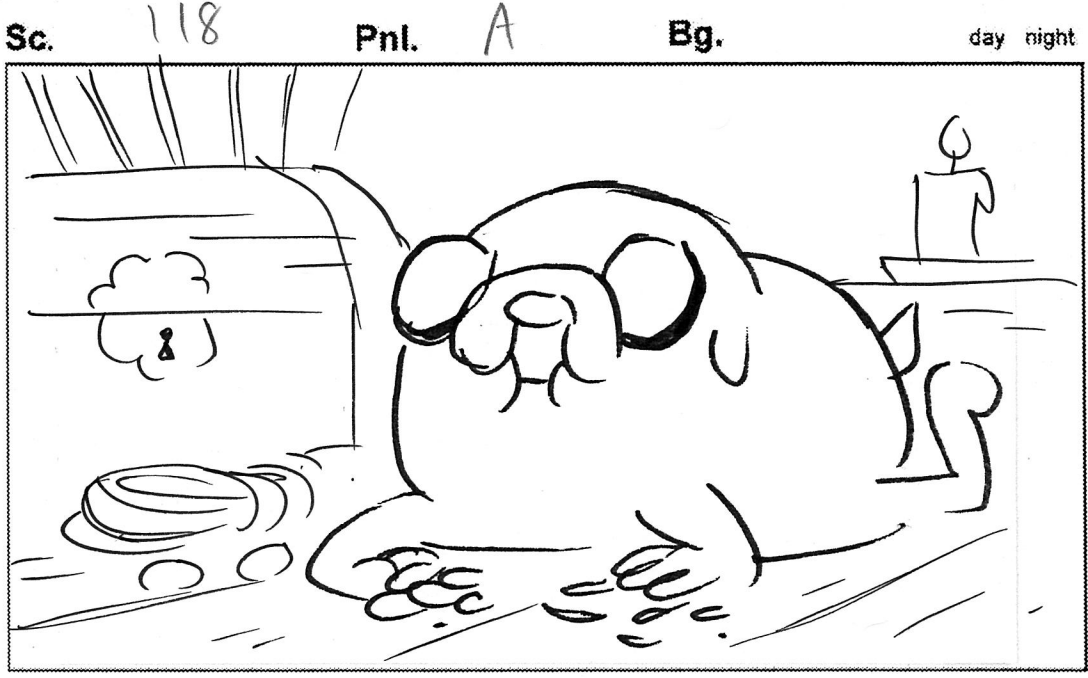
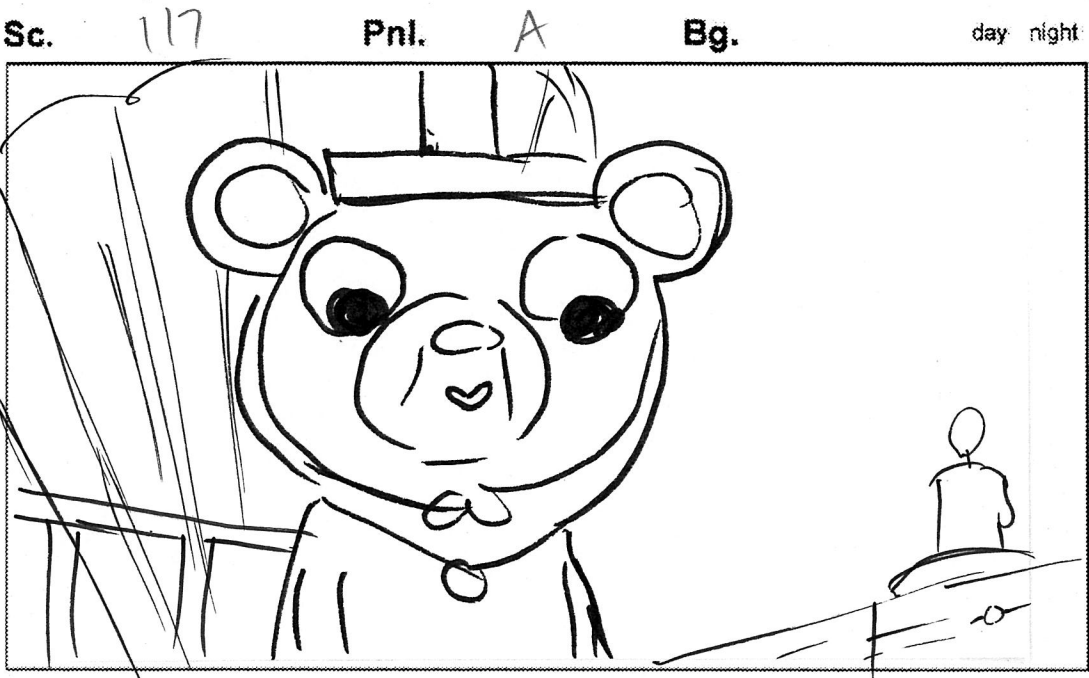
(J): mm..
(thoughtful)

EPISODE #

Production :

1025-193

ADVENTURE TIME

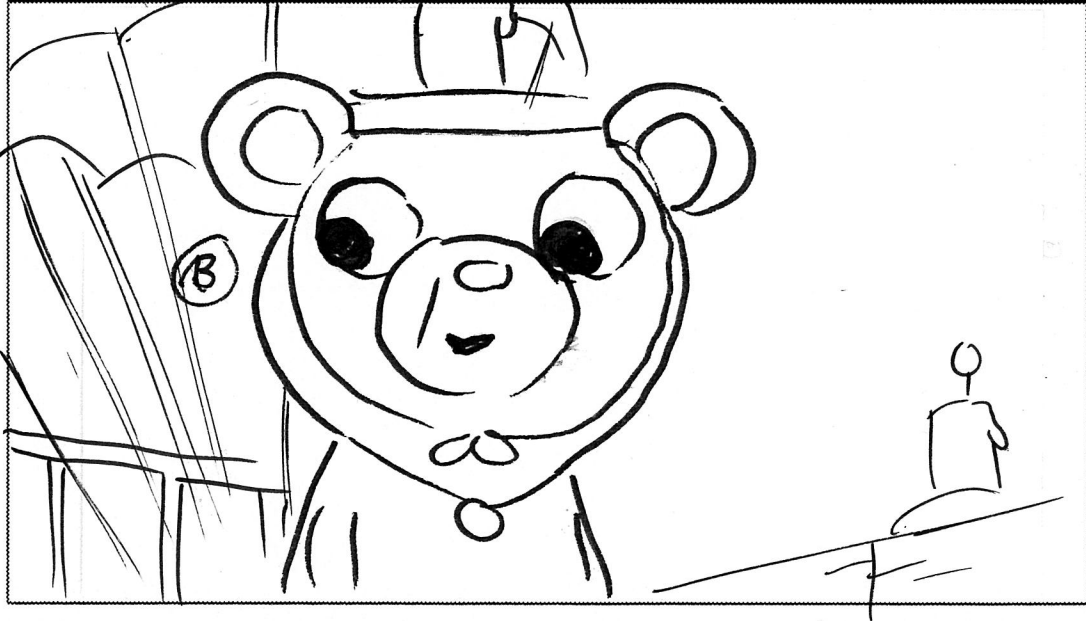


Dialog:	(7) It's a GREAT game. Great game...	(J:) ...
Action:	I really love it. But...	
Timing:		

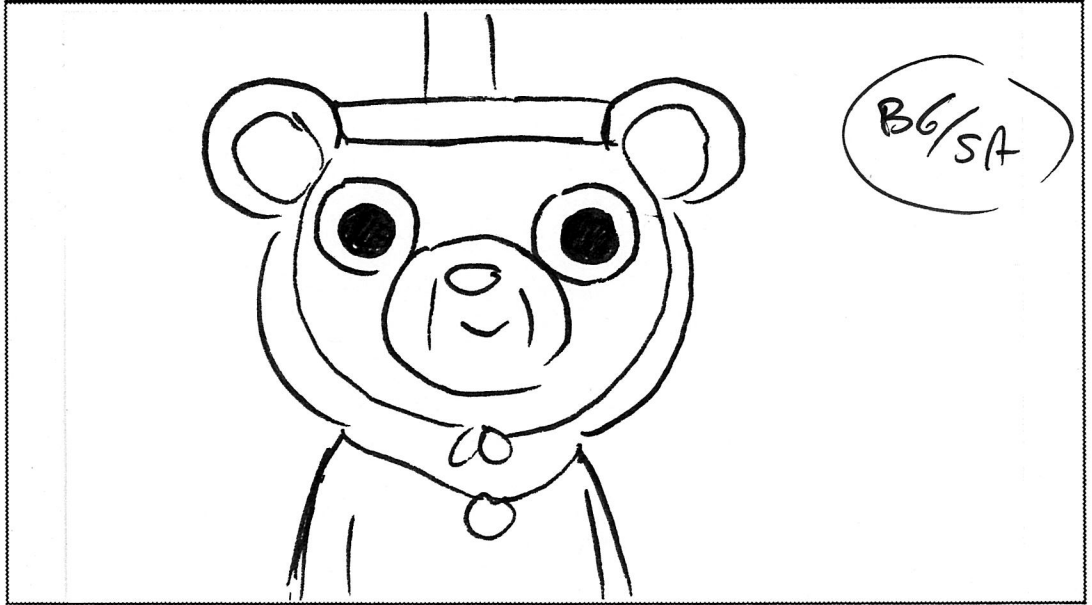
© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

1025-193
EPISODE #
Production :

Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



Dialog: SEVEN: (B) But it's nice... y'know -
(haltingly?)

Action:

Timing:



EPISODE #

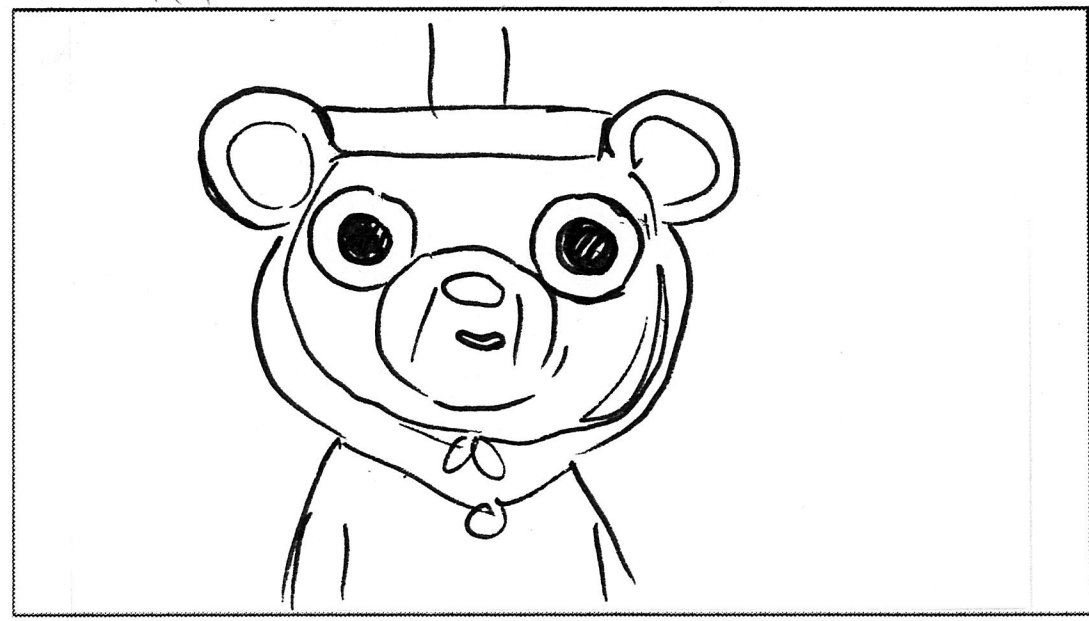
Production :

1025-193

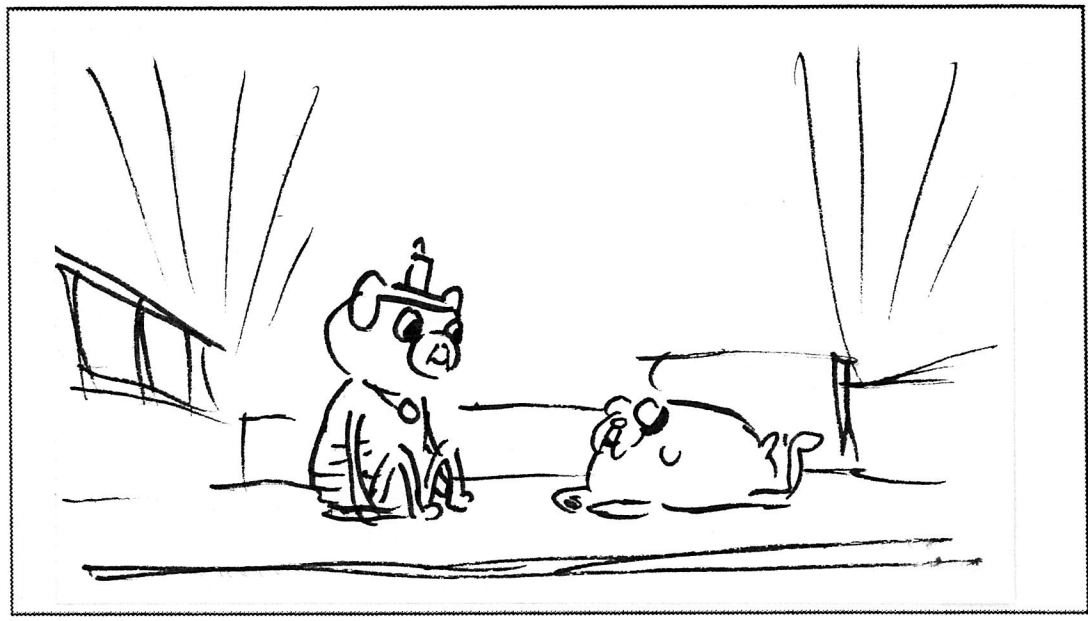
ADVENTURE TIME



Sc. 119 Pnl. C Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:	(7:) to have someone... I can play freecell alongside of.	(J) (sensitive, upbeat) Yeah man.
Action:		
Timing:		

EPISODE # 1025-193
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Sc. 120 Pnl. B Bg. day night

Sc. 120 Pnl. C Bg. day night

Dialog:	5:) y'know, also,
Action:	
Timing:	

ADVENTURE TIME



Page _____

135

Sc. 121 Pnl. A Bg. day night



Sc. 121 Pnl. B Bg. day night



Dialog:

(J:) I know some
other card
games we
could play -

→ y'know, ...
together.

Action:

Timing:

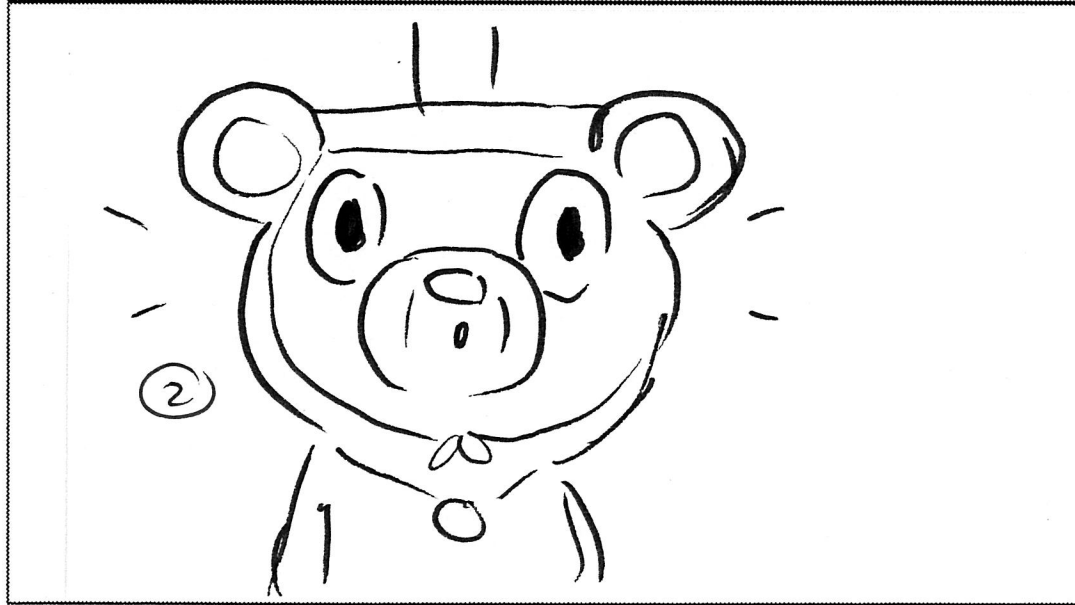
EPISODE #

1025-193

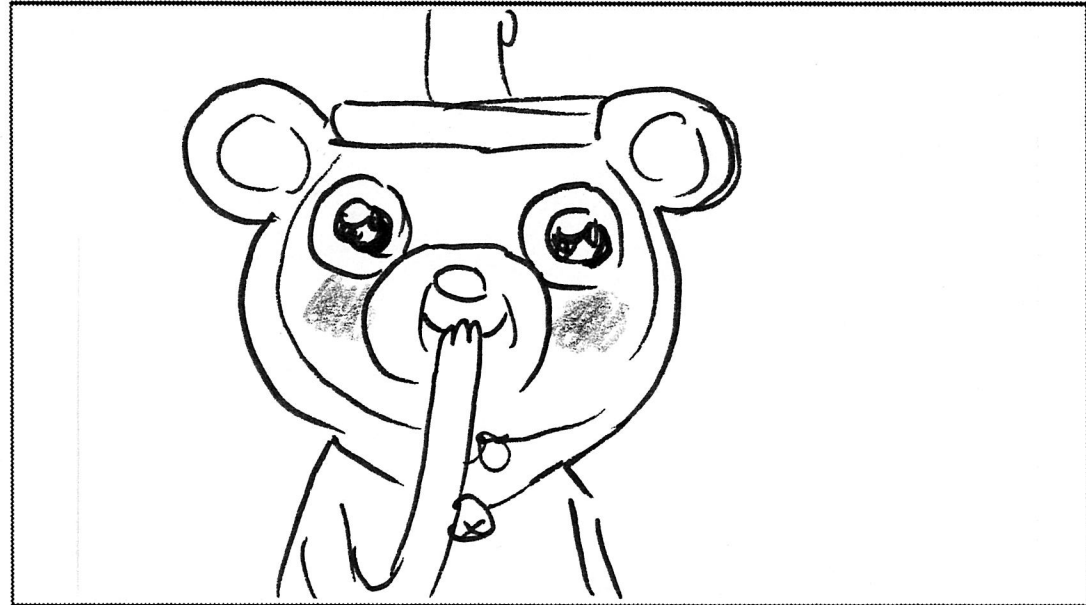
Production :



Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



Dialog:

(7) - GASP -

Action

Timing



(7) * stifled giggle *

- Seven blushes

EPISODE #

1025-193

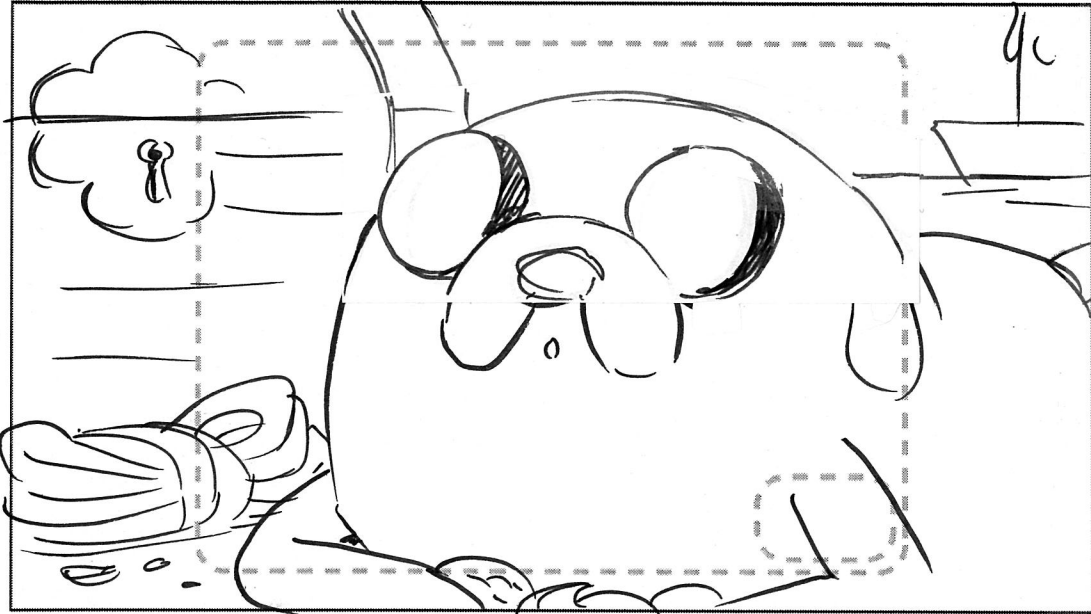
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

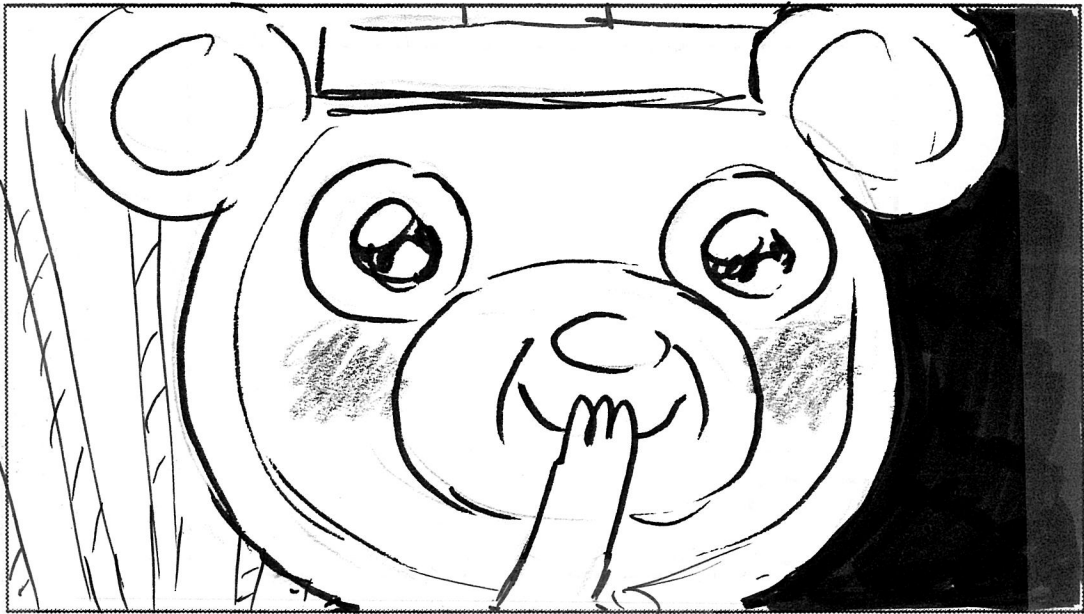
ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night



Sc. 124 Pnl. A Bg. day night



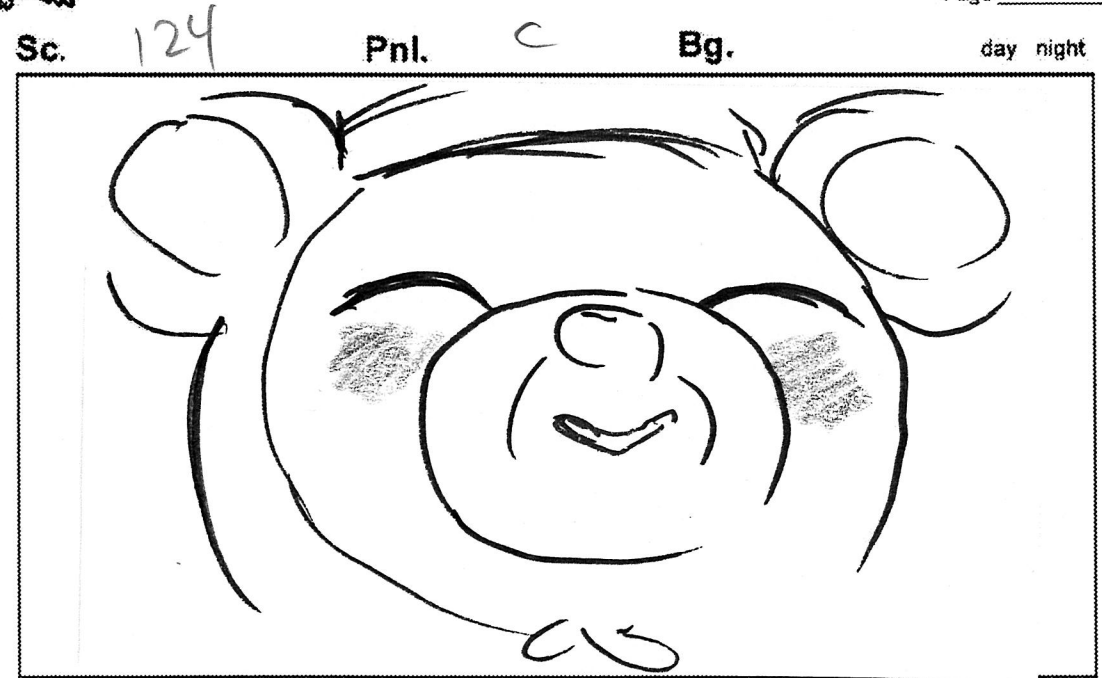
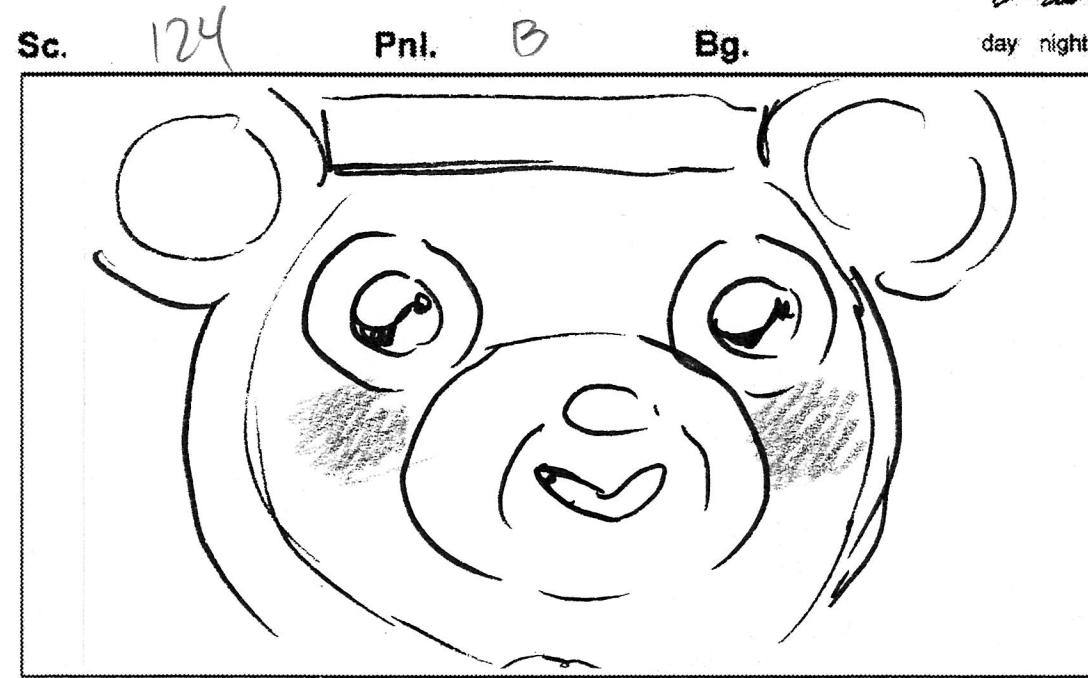
Dialog:	- BEAT -	- BEAT -
Action:		
Timing:		

EPISODE #

Production :

1025-193

© 2000 The Walt Disney Company. All rights reserved. This material is the property of The Walt Disney Company. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Dialog:	(SEVEN) (embarrassed + excited) I forgot there were games like that.		(7:) *laughs*
Action:			
Timing:			

EPISODE #

Production :

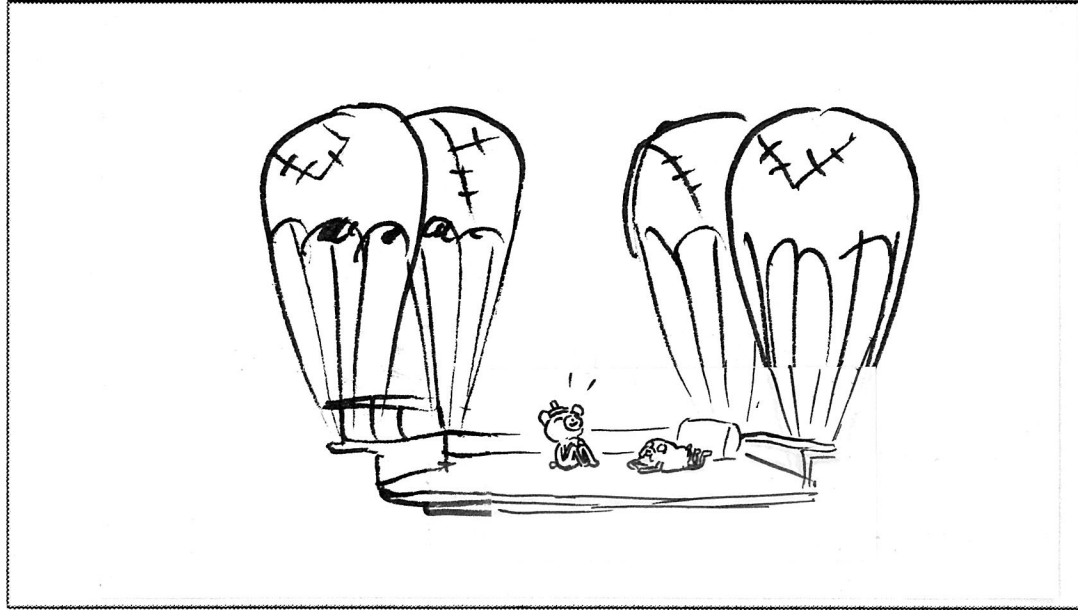
1025-193

ADVENTURE TIME

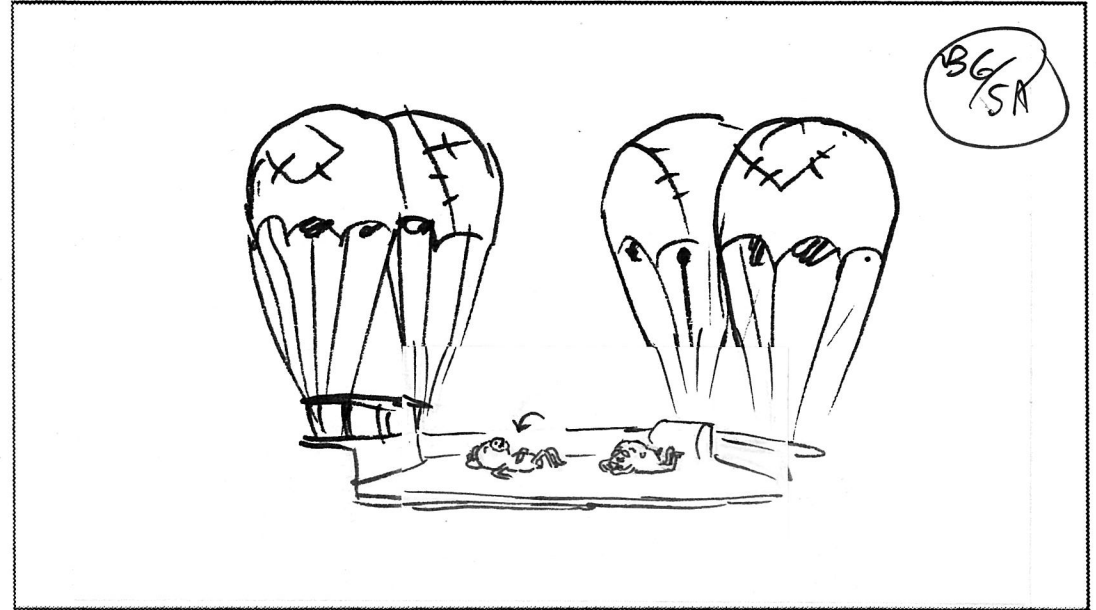


Page 139

Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



Dialog:

(7:) * laughing *

(SEVEN) → cont. laughing, gets louder

(JAKE) → joins in infectious laughter.

Action:

-Seven laughs so hard he falls on his back.

Timing:

EPISODE #

Production :

1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 140

Sc.

Pnl.

Bg.

day night

Sc.

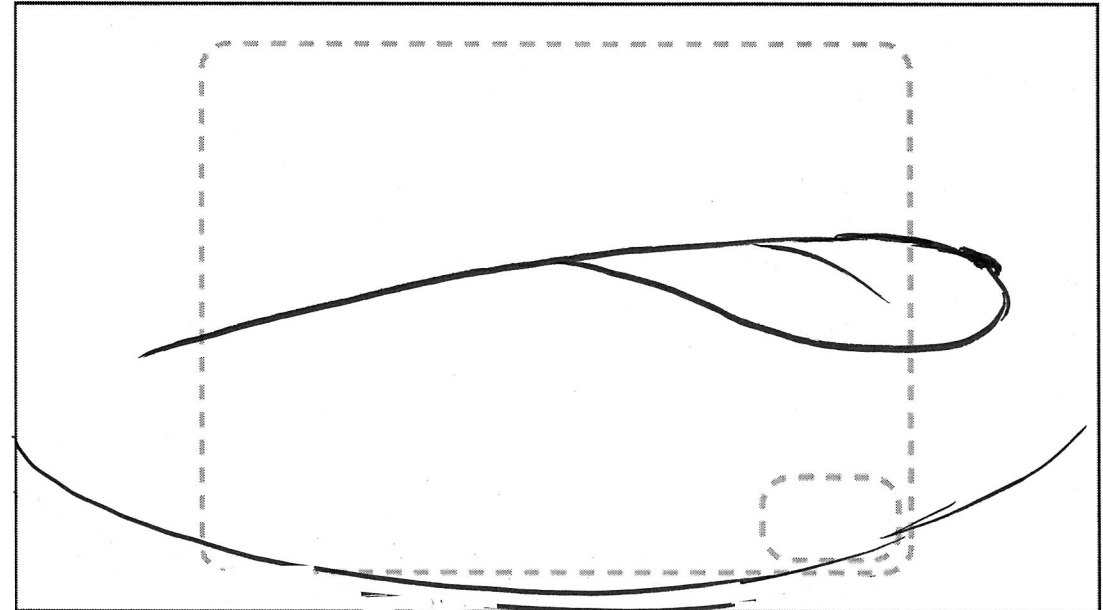
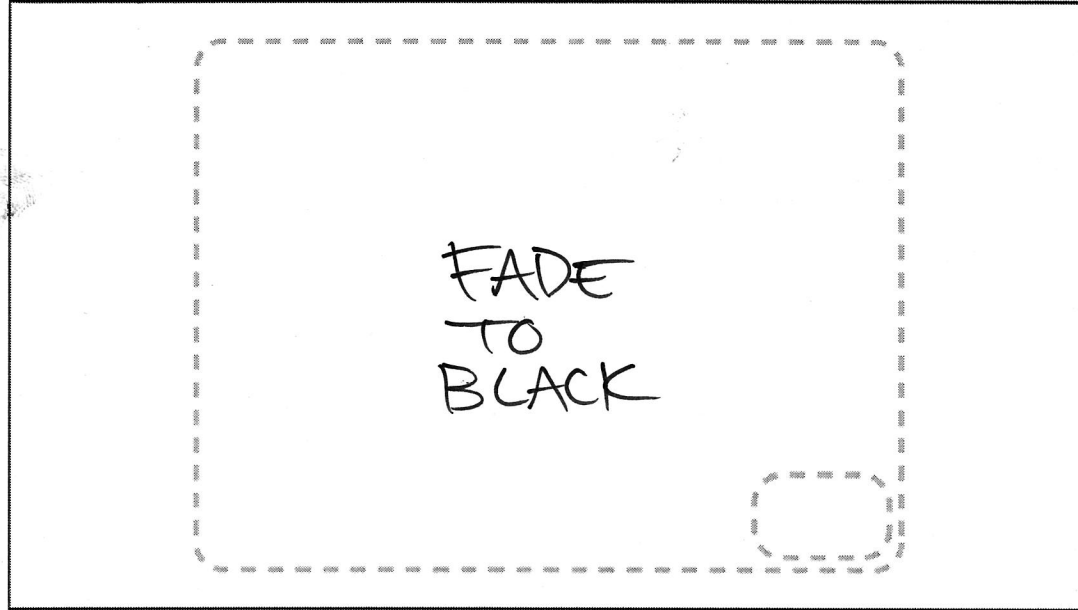
126

Pnl.

A

Bg.

day night



Dialog:

(KH) (OS) ... and then there was another time,
this was several years back, →

Action:

Timing:

EPISODE #

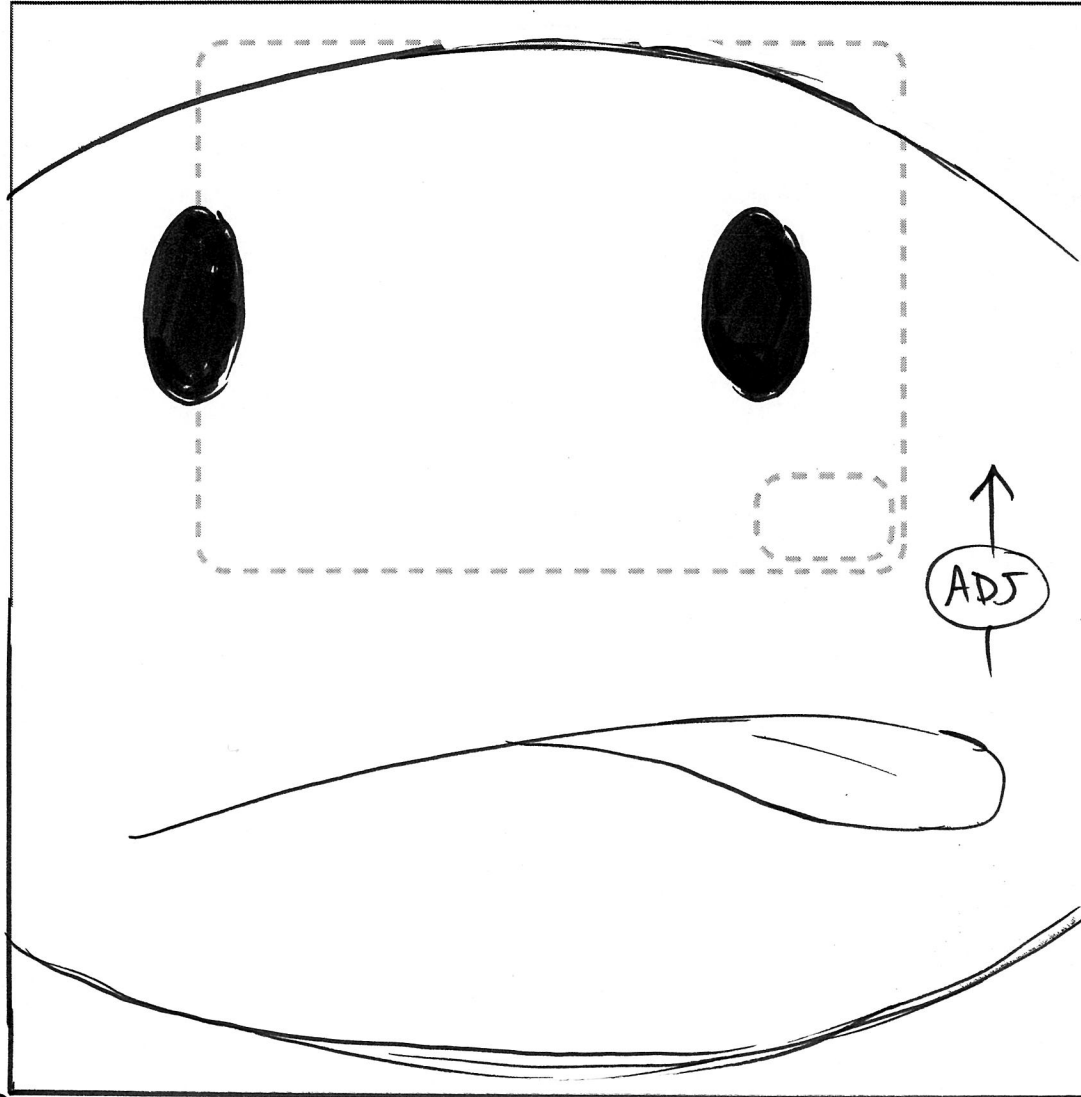
Production :

1025-193

ADVENTURE TIME



Sc. 126 Pnl. B Bg. day night



Dialog:	<u>KH</u> <u>OS</u> → the clock chimed <u>EARLY</u> and I thought:
Action:	
Timing:	

EPISODE #

Production :

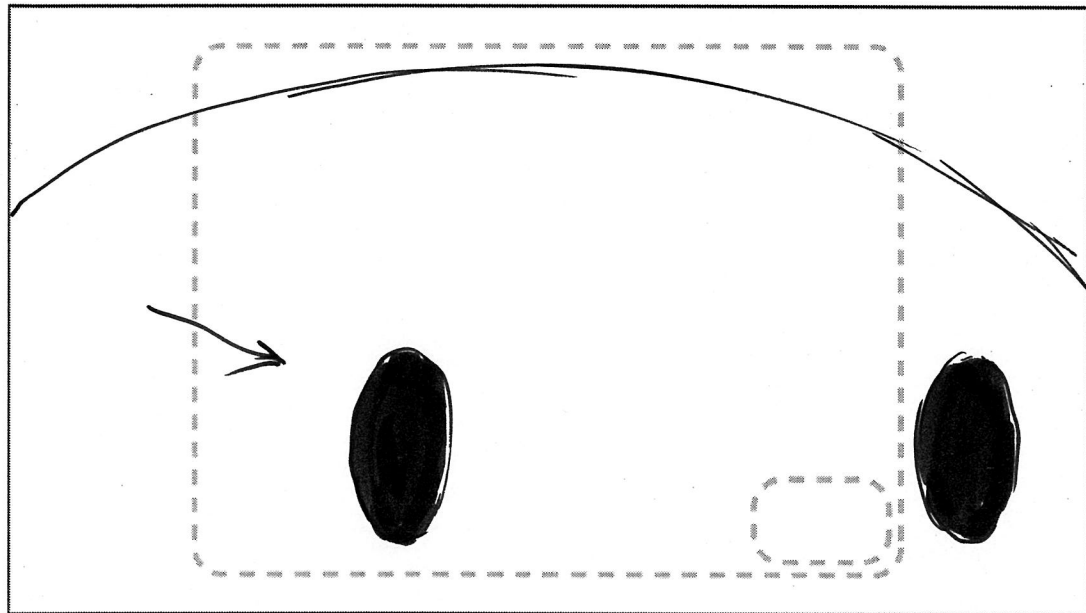
1025-193

ADVENTURE TIME

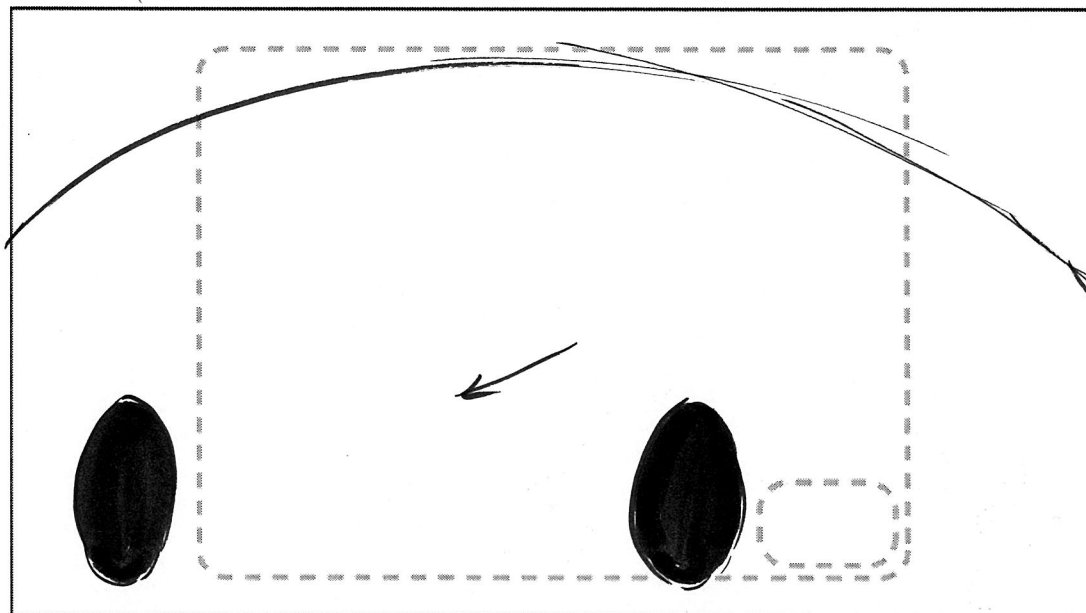


Page 142

Sc. 126 Pnl. C Bg. day night



Sc. 126 Pnl. D Bg. day night



Dialog: (KH) (OS) → "oh boy, here we go"... → but it turned out one of →

Action: - Finn looks around the room while he formulates his scheme.

Timing:

EPISODE #

Production :

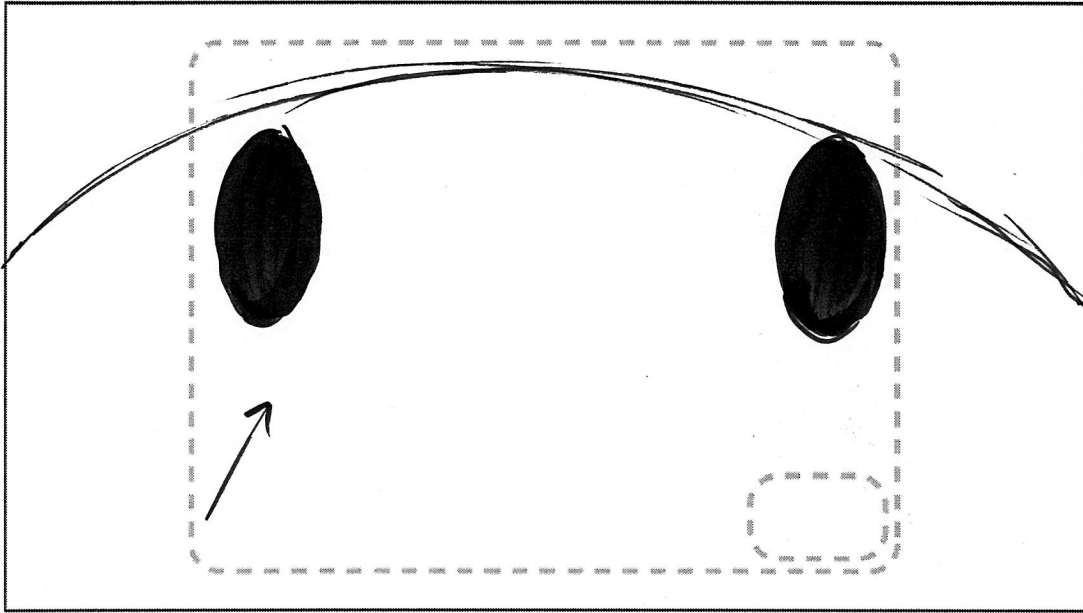
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

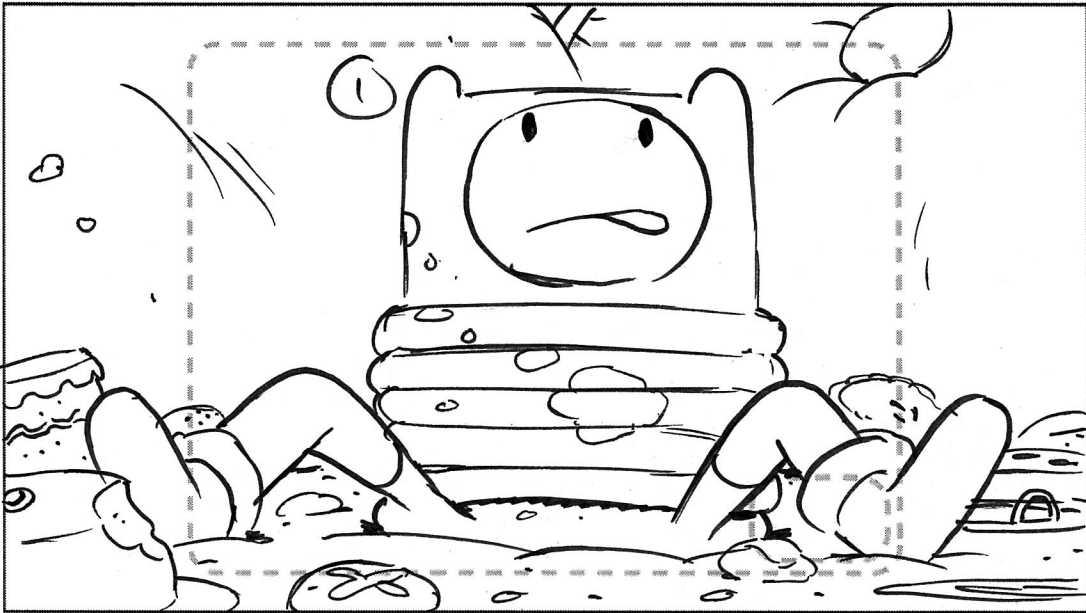
ADVENTURE TIME



Sc. 126 Pnl. E Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog: KH OS → the food boyz had simply gotten... →

...wedged ... under... ②

Action:

Timing:



EPISODE #

Production :

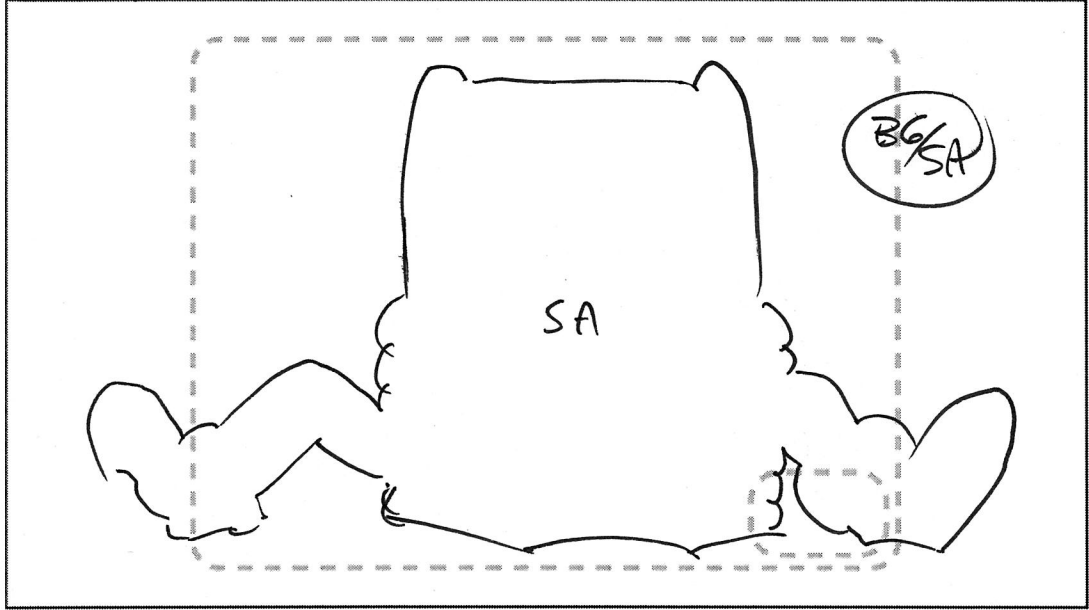
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

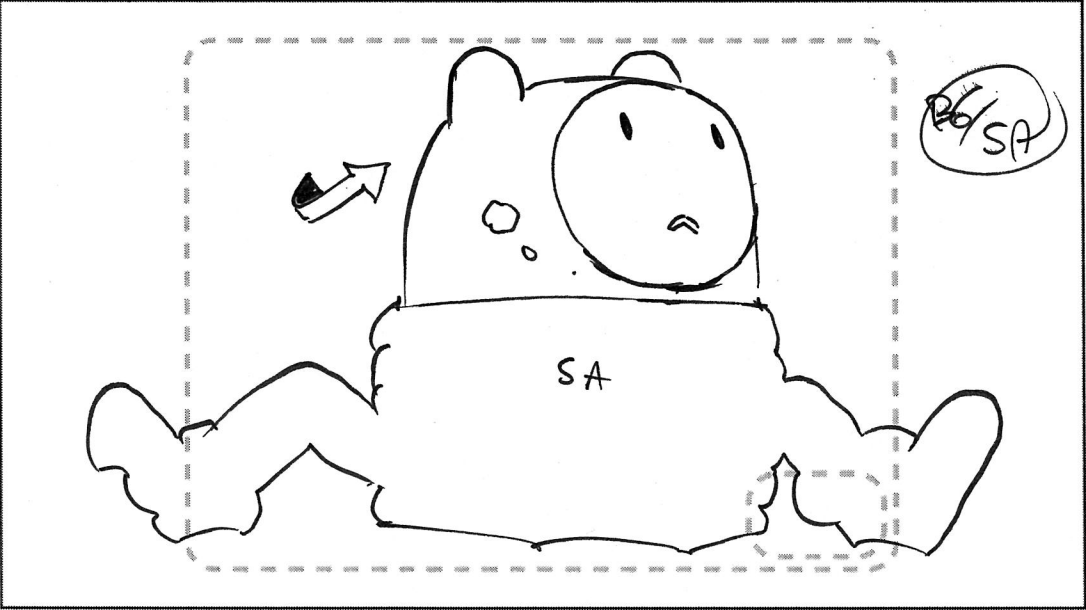
ADVENTURE TIME



Sc. 127 Pnl. B Bg. day night



Sc. 127 Pnl. C Bg. day night

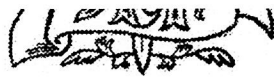


Dialog:	- BEAT -	(KH) OS FINN! (FINN) huh? (surprised, to-self)
Action:		
Timing:		

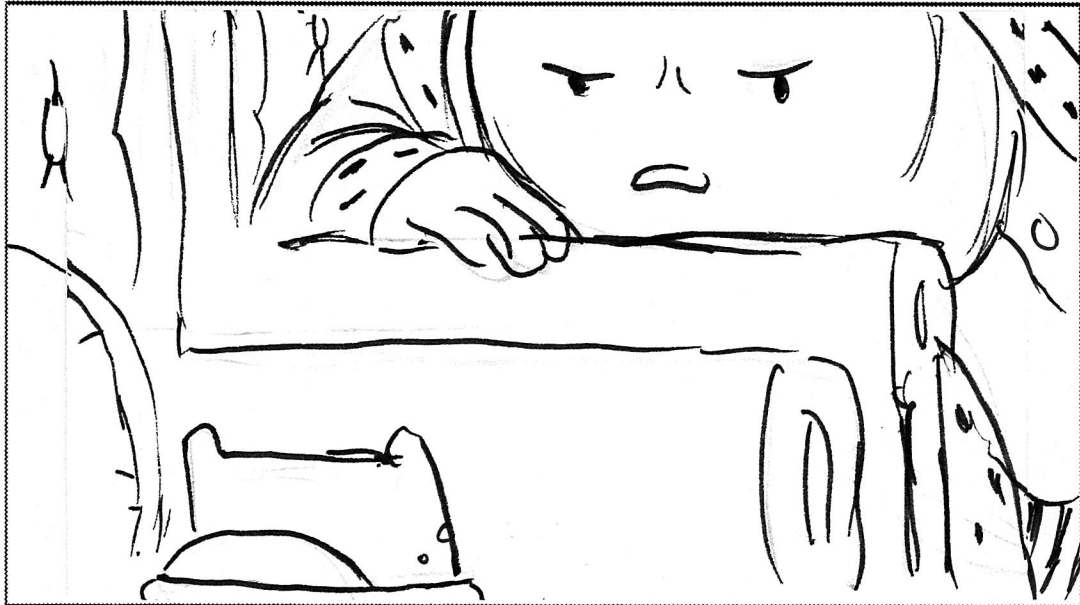
EPISODE #

Production :

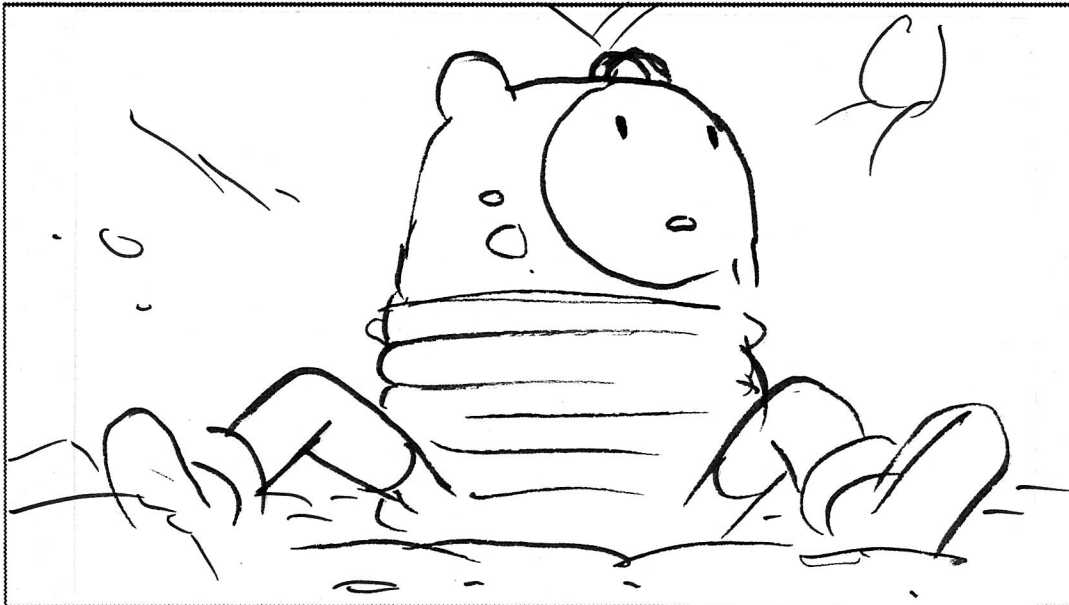
1025-193



Sc. 128 Pnl. A Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:	(KH:) Are you listening !?	(FINN) Of course: foodbag in the clock.
Action:		
Timing:		

EPISODE #

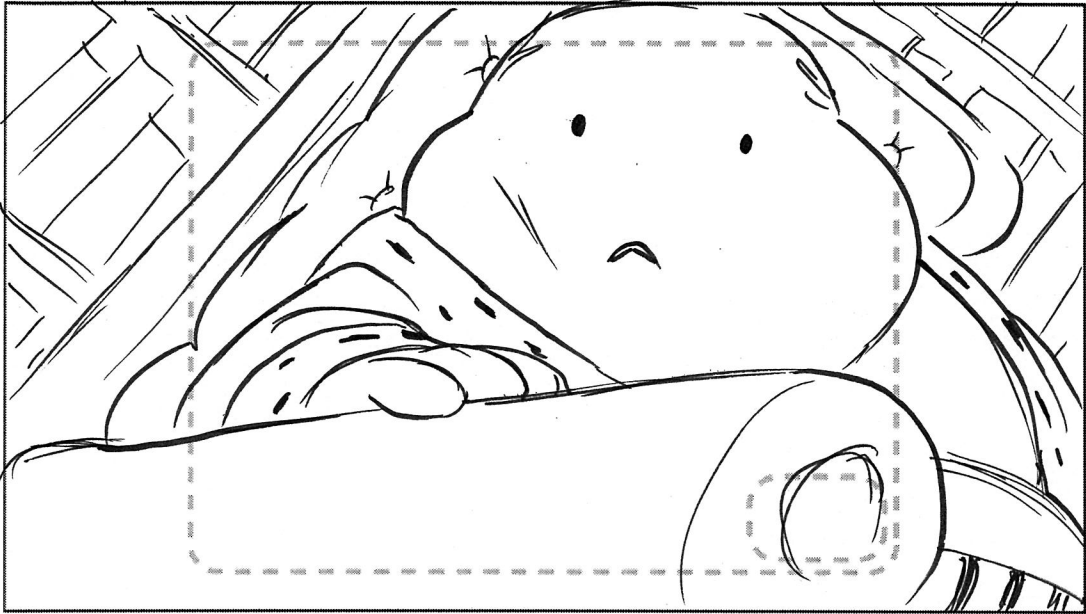
Production :

1025-193

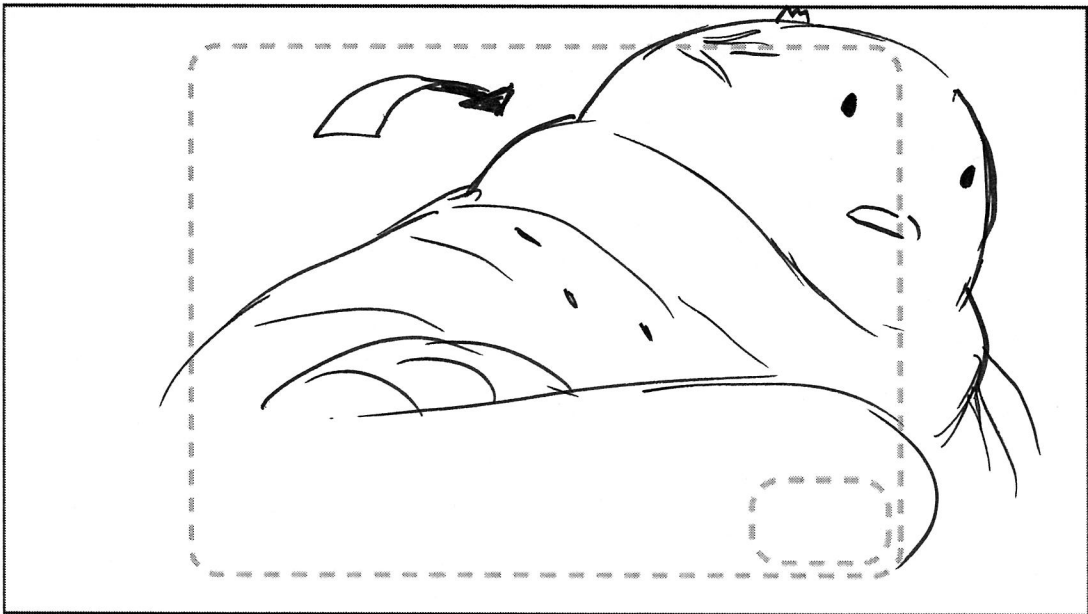
ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 Pnl. B Bg. day night

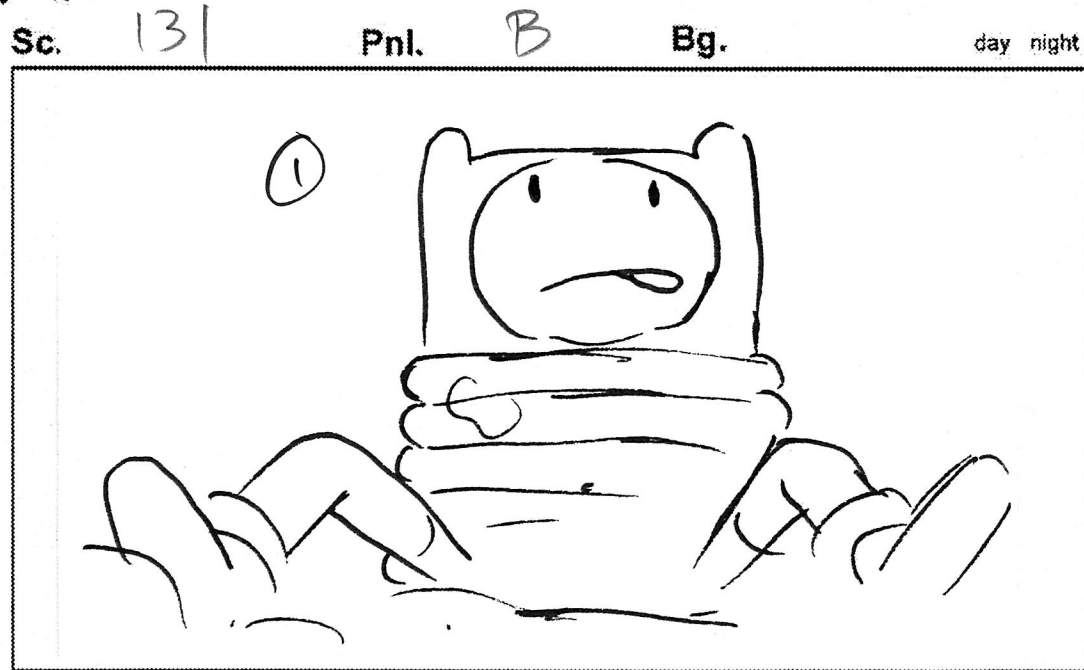
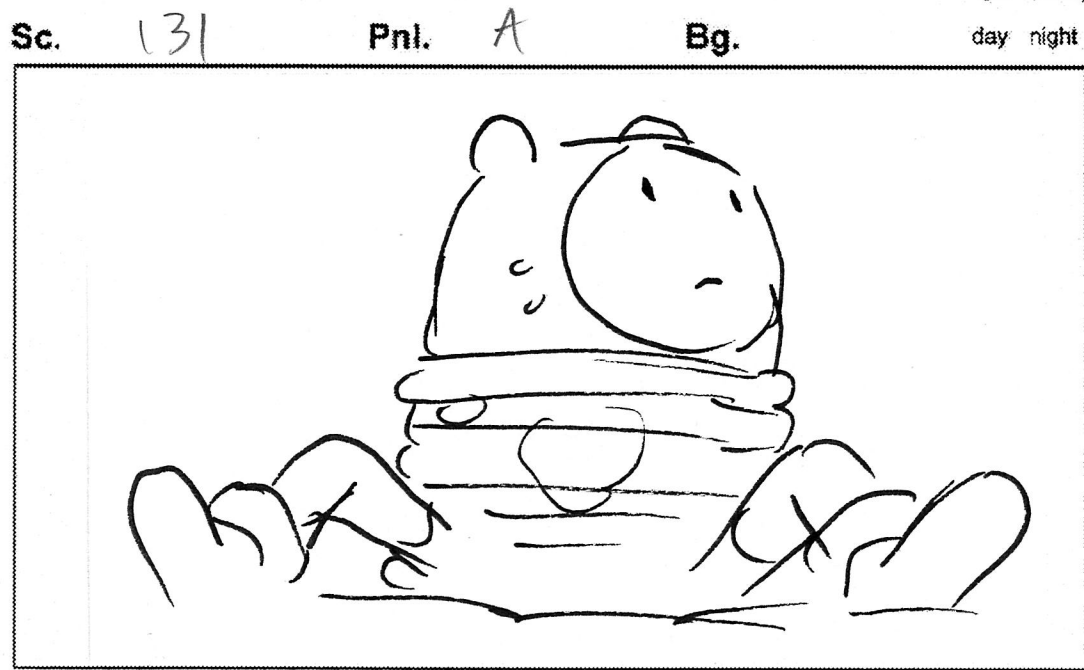
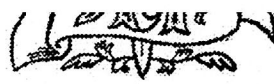


Dialog:	(KH) Hmph. Yes...	(KH) Anyway, as I was saying, →
Action:		
Timing:		

EPISODE #

Production :

1025-193



Dialog: KING-HUGE (OS) (KING'S AUDIO FADES OUT A BIT)

Action: One of my food boys had got himself wedged in the clock's gears good and tight. I tried buttering him up with real butter, but what finally worked was buttering him up with hours of sweet-talk. Oh it was quite a sight.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page 148

Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:

(FINN) (V.O.) (slow, careful, grand)
Alright buddy, let's run through
this again, →

Action:

(KING) * talking barely
audibly in background *

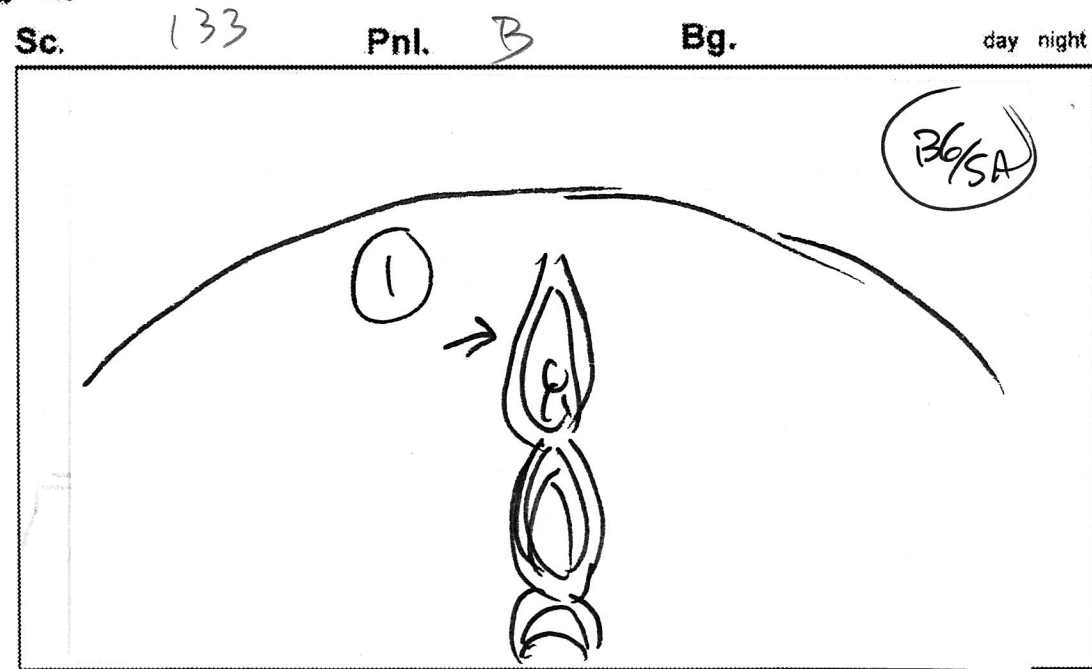
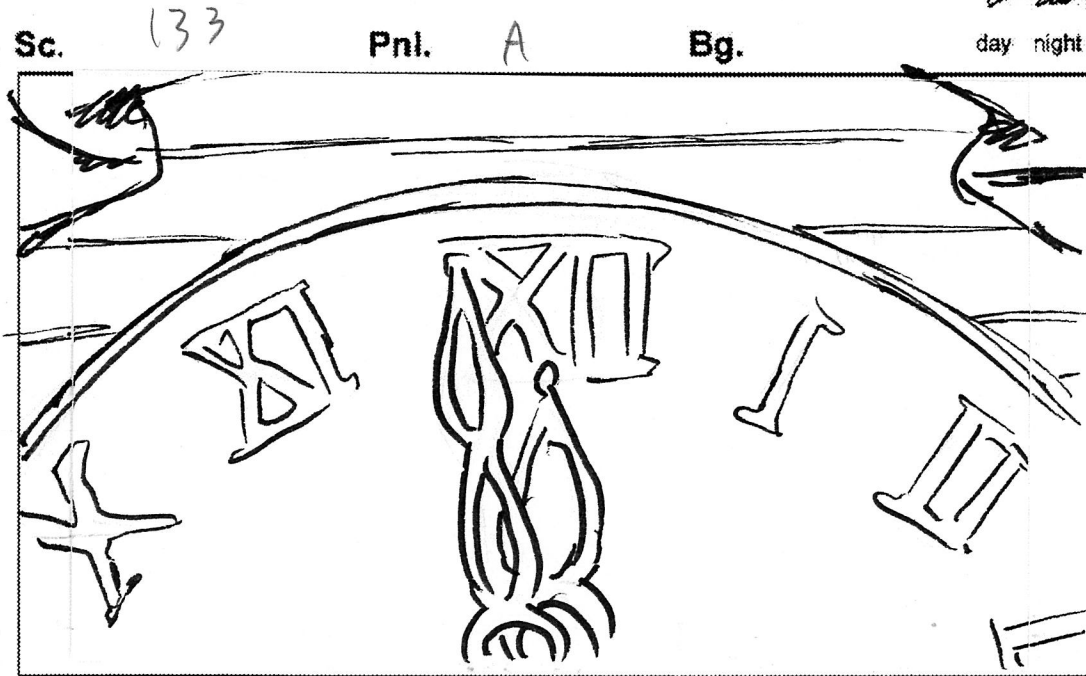
Timing:

cuz we're only
gonna get
one shot.

EPISODE #

1025-193

Production :



Dialog:

Action:

Timing:

☆ this segment should have the vaseline lens flash-forward effect

⌚ clock: 11:59

② (SFX:) * chiming *

③ (F) When the clock strikes 12, I beckon kindly to yonder food boyz

⌚ clock: 12:00

EPISODE #

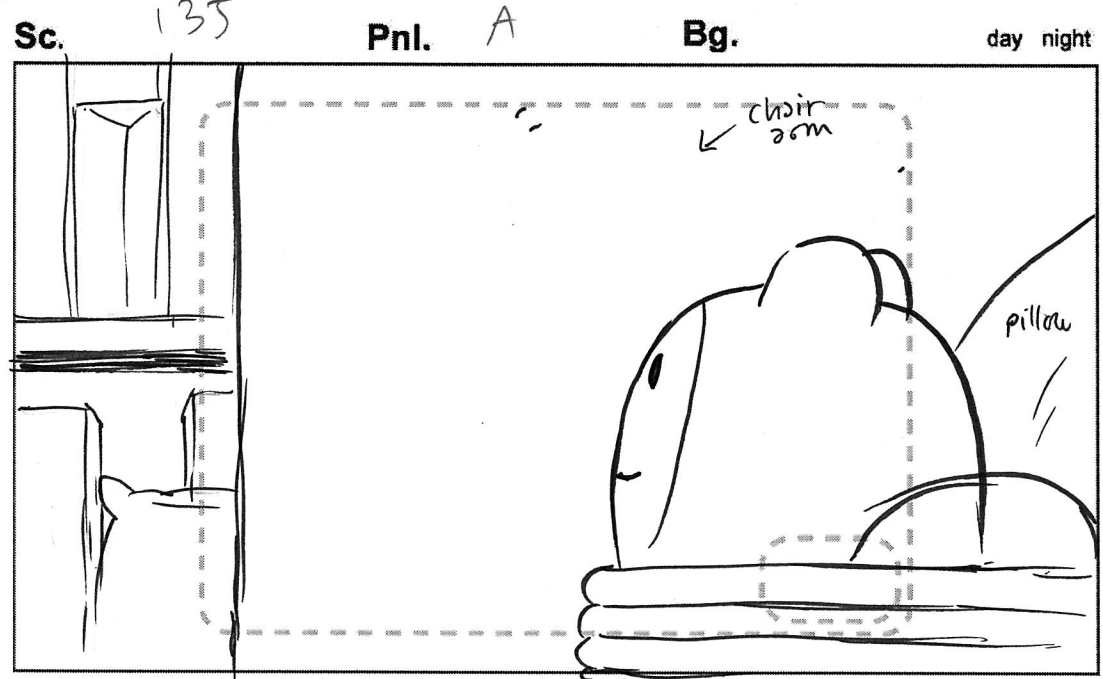
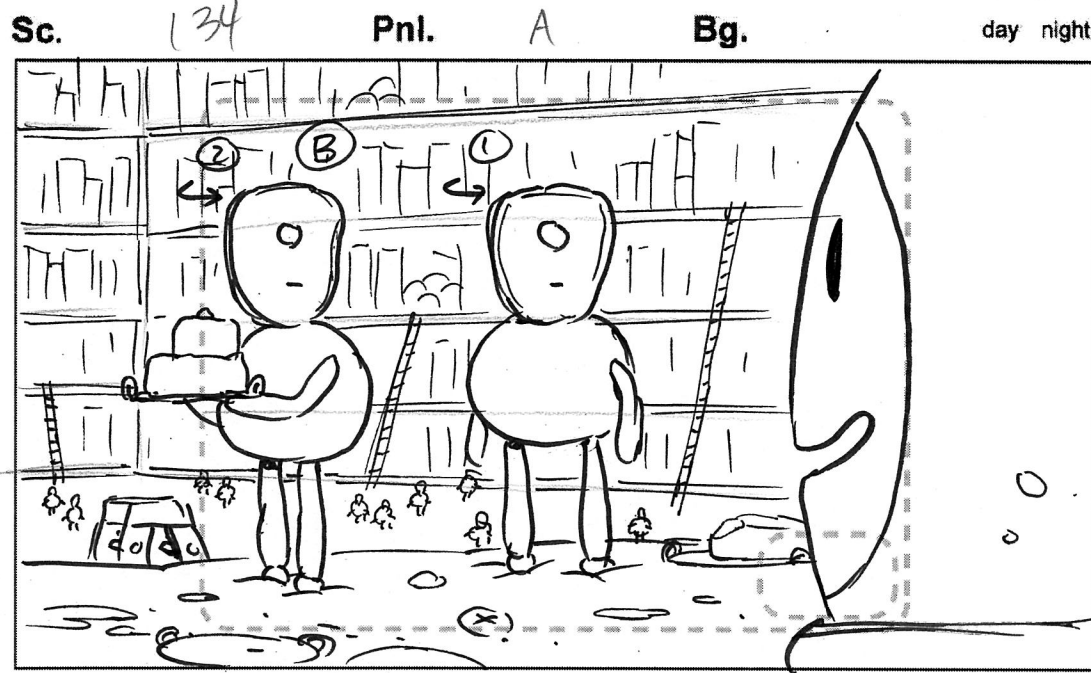
Production :

1025-193

ADVENTURE TIME



Page 150

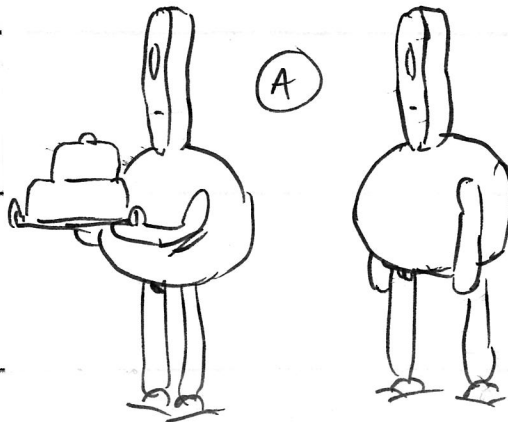


Dialog: (F:) Hey do you guys like
clean jokes?

(F:) (vo) Then chuck some →

Action:

Timing:



EPISODE #

Production :

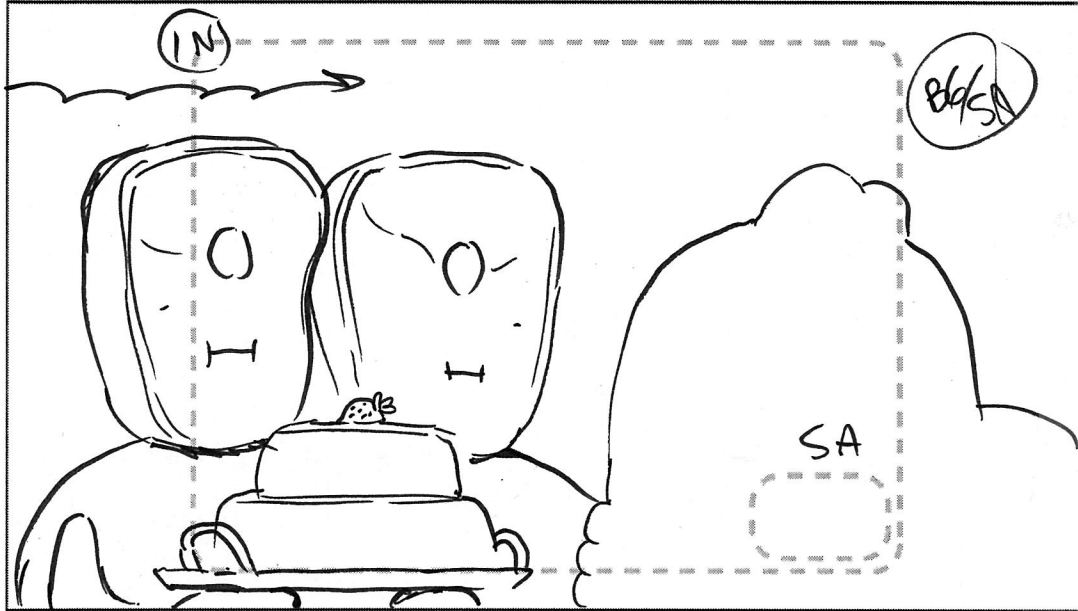
1025-193

ADVENTURE TIME

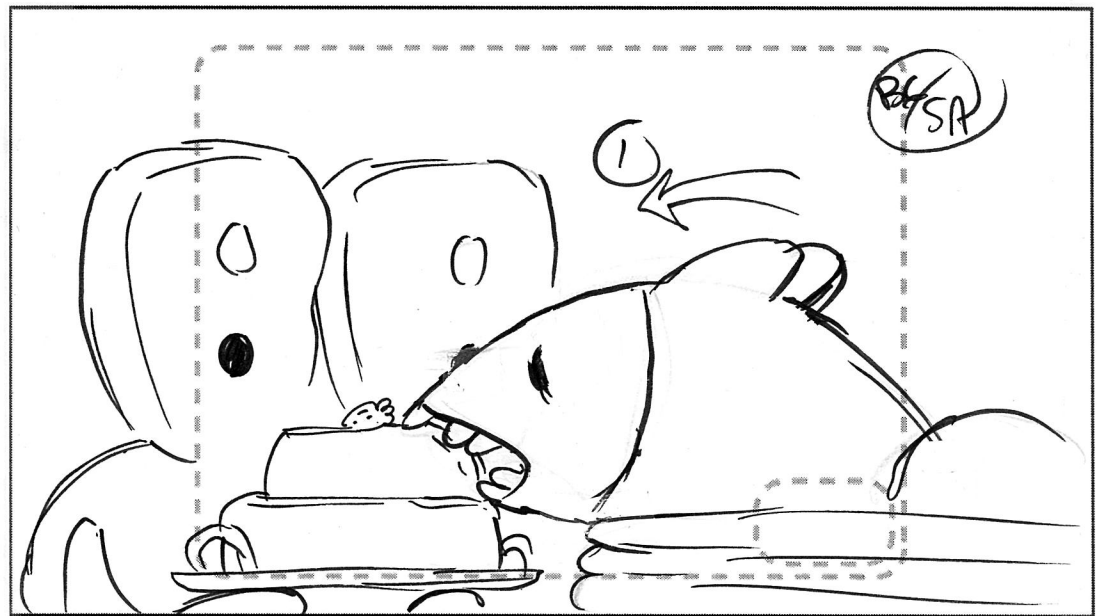


Page 151

Sc. 135 Pnl. B Bg. day night

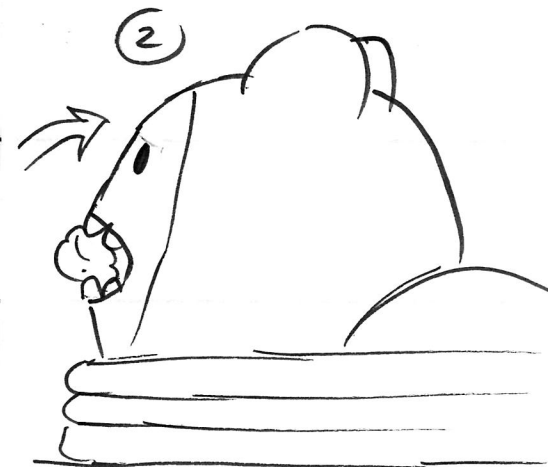
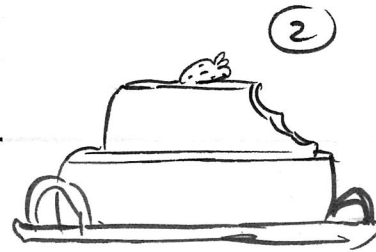


Sc. 135 Pnl. C Bg. day night



Dialog: (F) (VO) → delicious food in their mouths.

Action: - Finn bites a chunk of cake off and holds it in his teeth.



EPISODE #

Production :

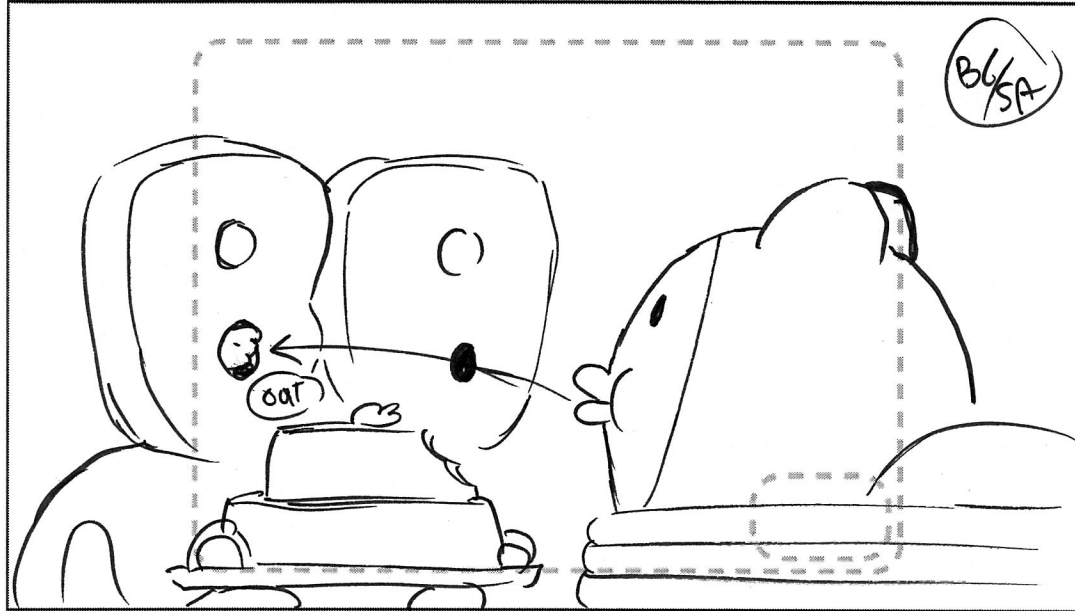
1025-193

ADVENTURE TIME

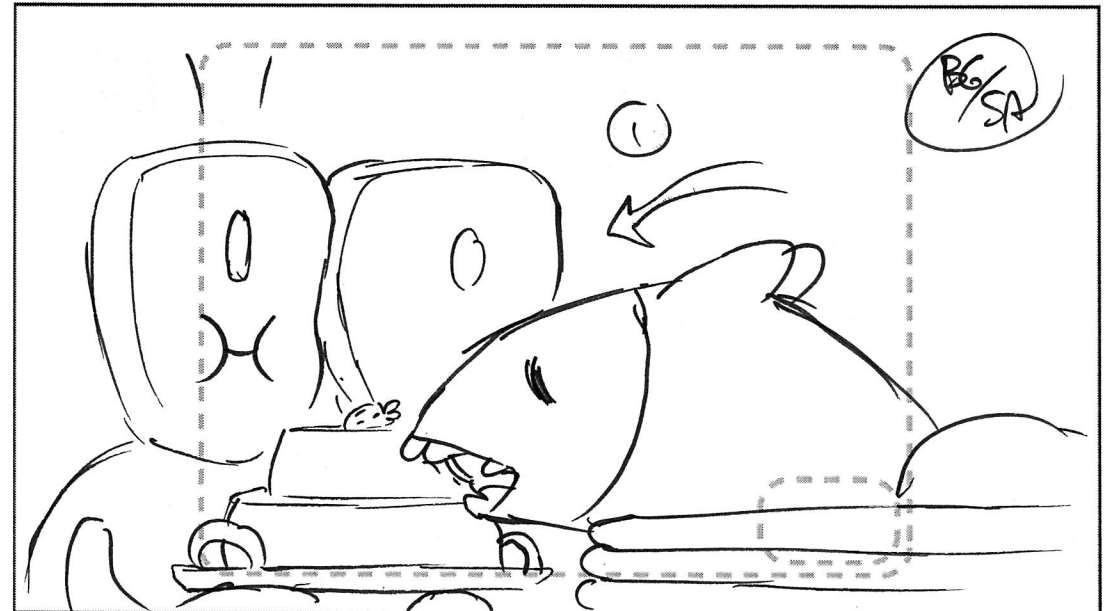


Page 152

Sc. 135 Pnl. D Bg. day night



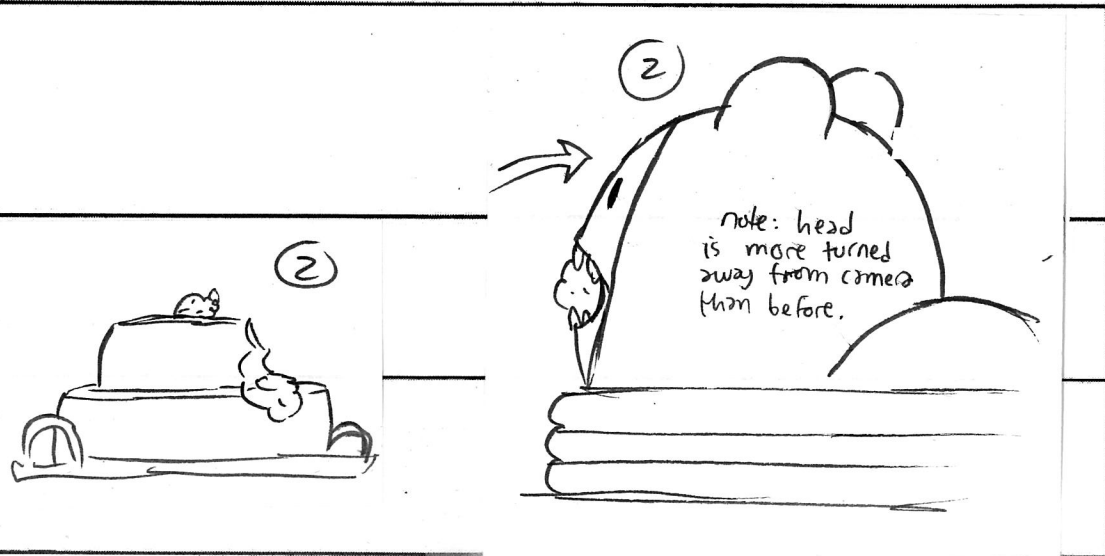
Sc. 135 Pnl. E Bg. day night



Dialog:

Action: - Finn spits the chunk into the food boy's open mouth.

Timing:



EPISODE #

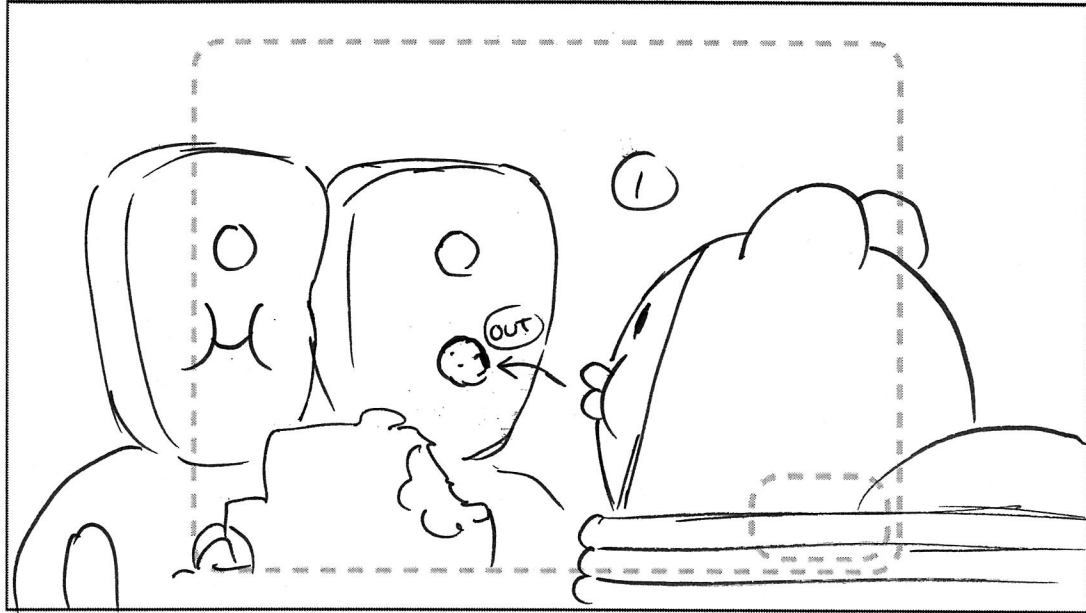
1025-193

Production :

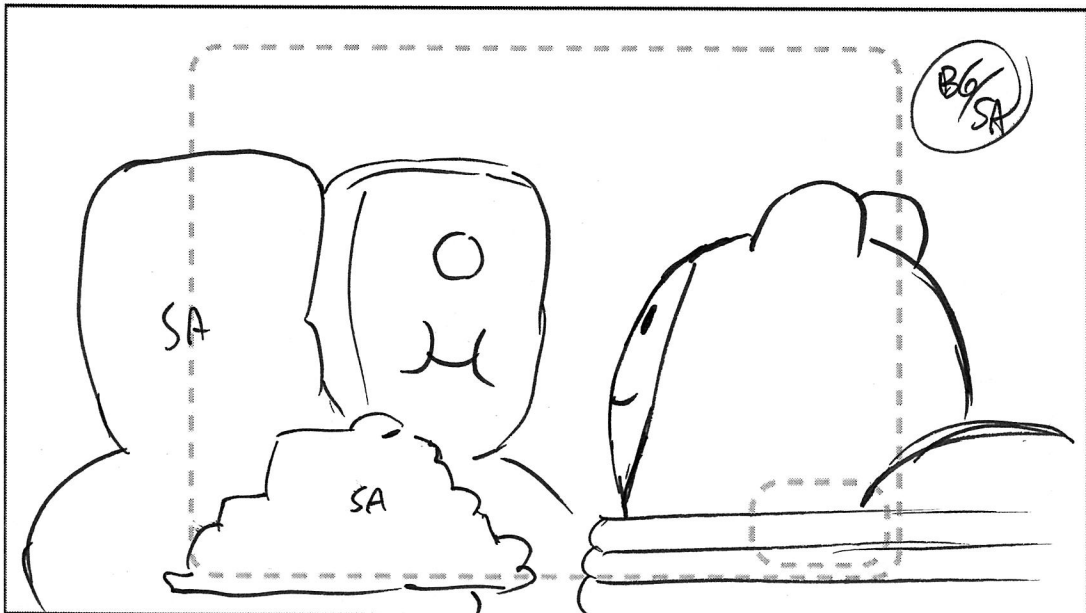
ADVENTURE TIME



Sc. 135 Pnl. F Bg. day night



Sc. 135 Pnl. G Bg. day night



Dialog:	
Action:	
Timing:	



EPISODE #

Production :

1025-193

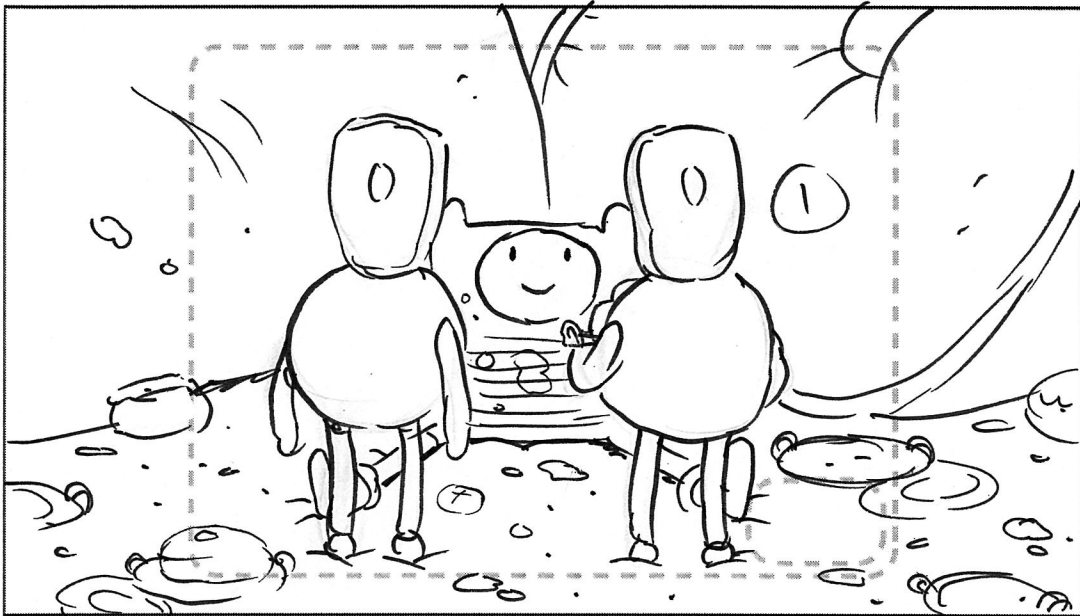
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

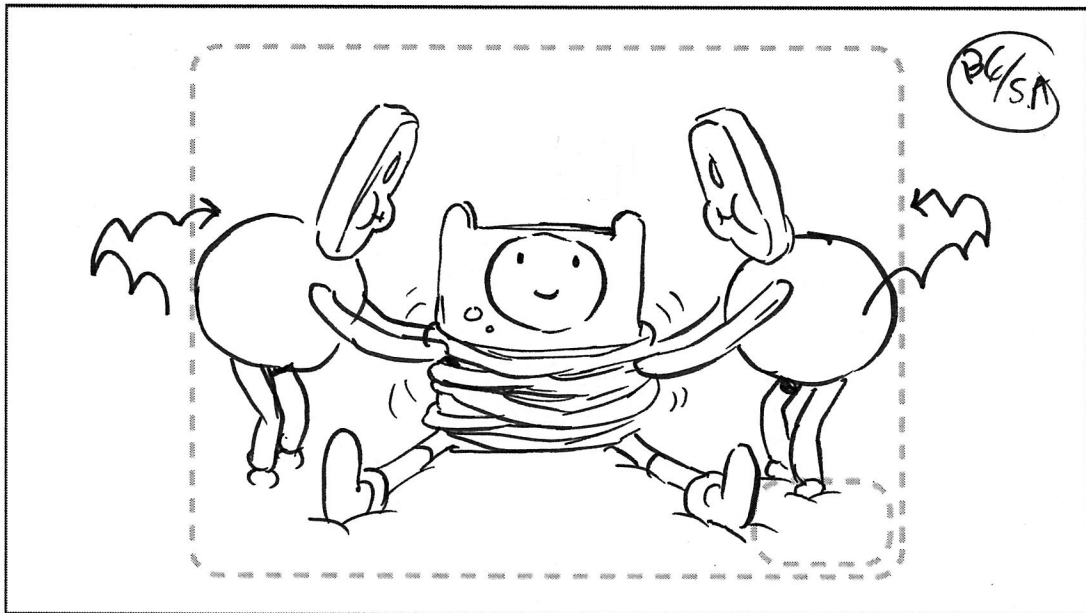


Page 154

Sc. 136 Pnl. A Bg. day night



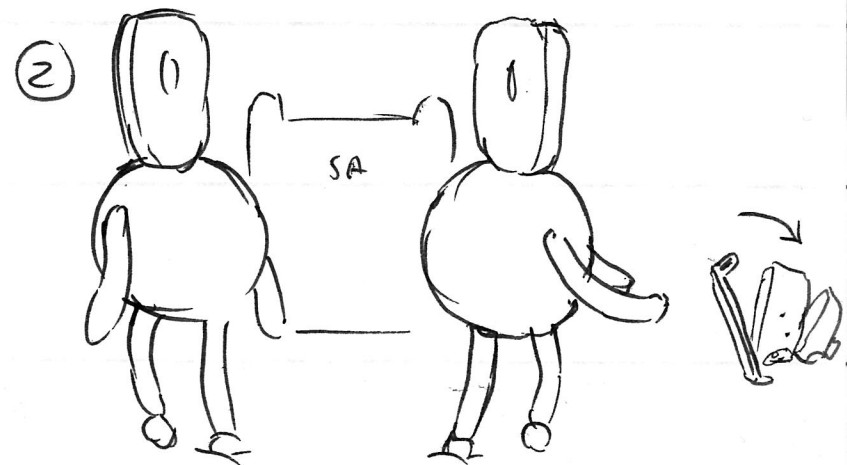
Sc. 136 Pnl. B Bg. day night



Dialog: FINN VO Having never before known generosity, they'll immediately →

Action:

Timing:



- Food boys loosen Finn's spaghetti ropes

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 155

Sc. 136

Pnl. C

Bg.

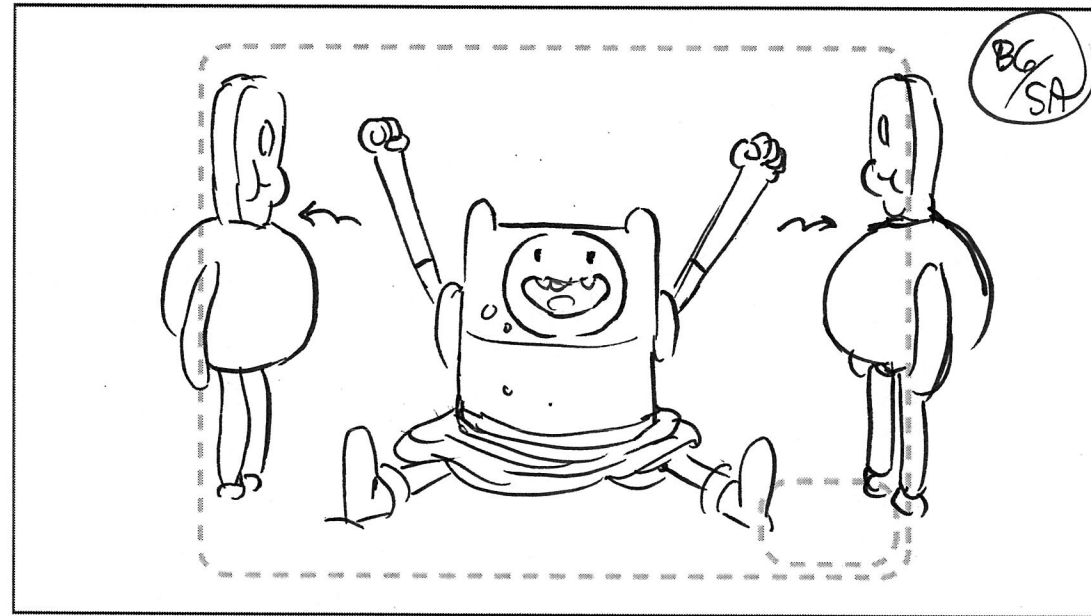
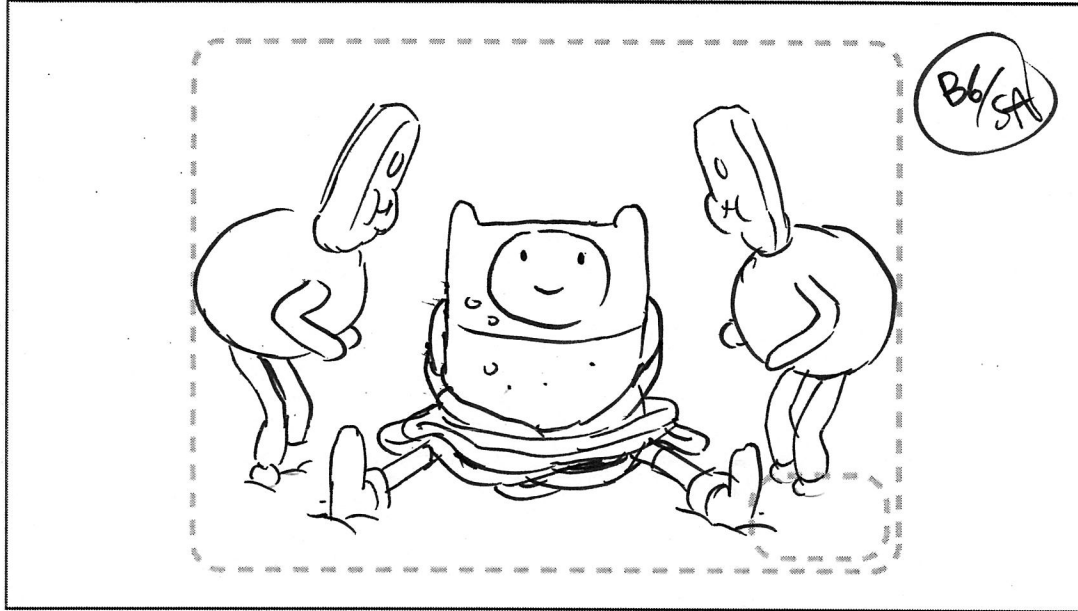
day night

Sc. 136

Pnl. D

Bg.

day night



Dialog:

(F) (VO) → make me their leader and undo my spaghetti.

(FINN) Haha! (triumphant)

Action:

- ① - Foodboyz Step back
- ② - Finn raises hands in triumph

Timing:

EPISODE #

Production :

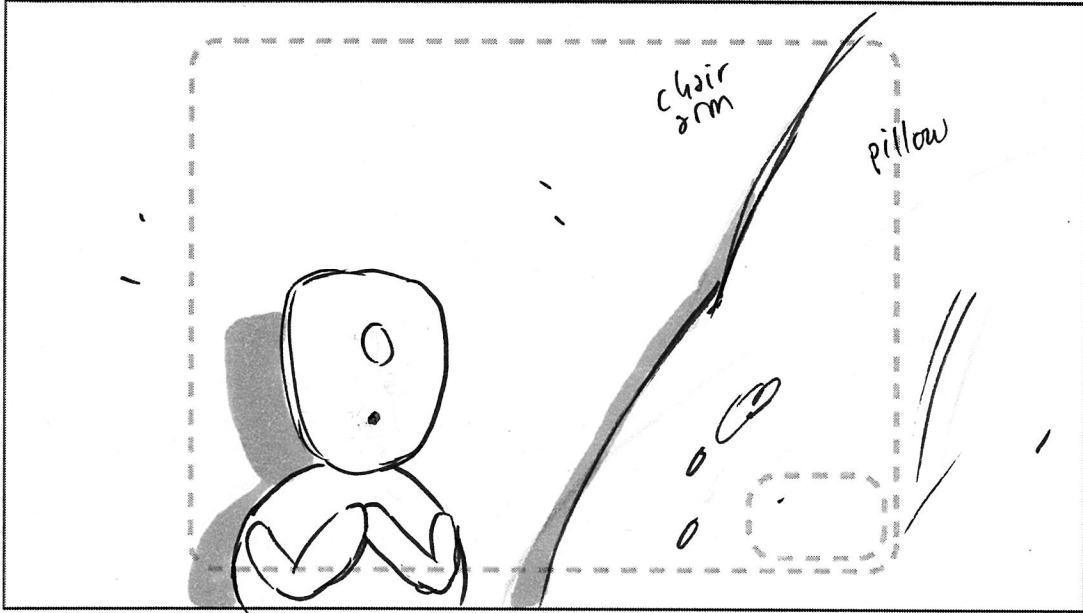
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

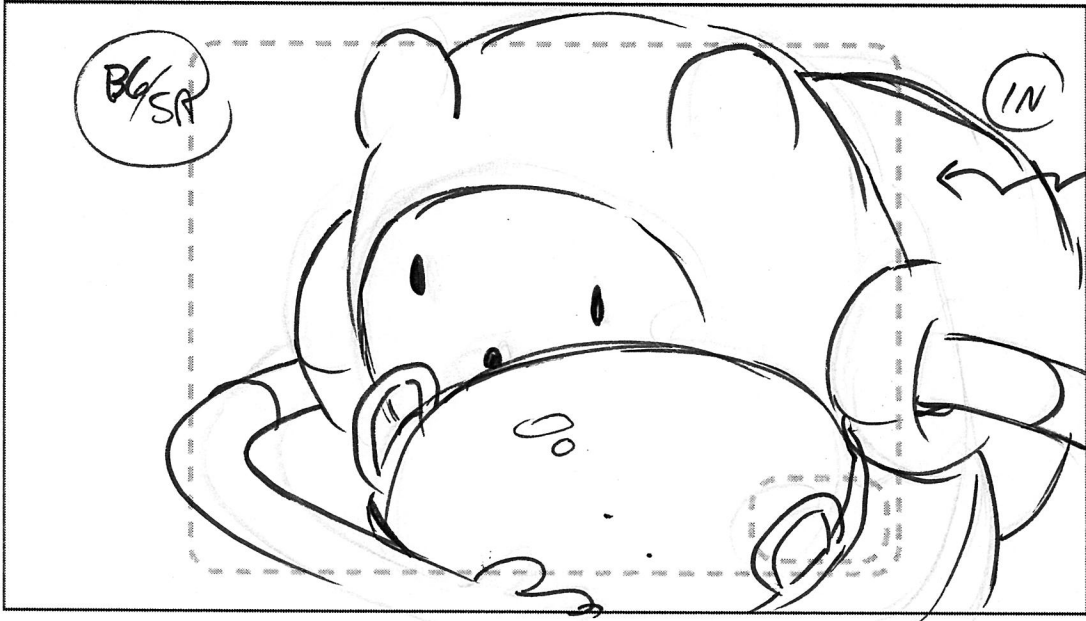
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:

(FINN) Then, with a perfectly timed serving tray,

Action:

-Finn hurls tray offscreen like a discus.

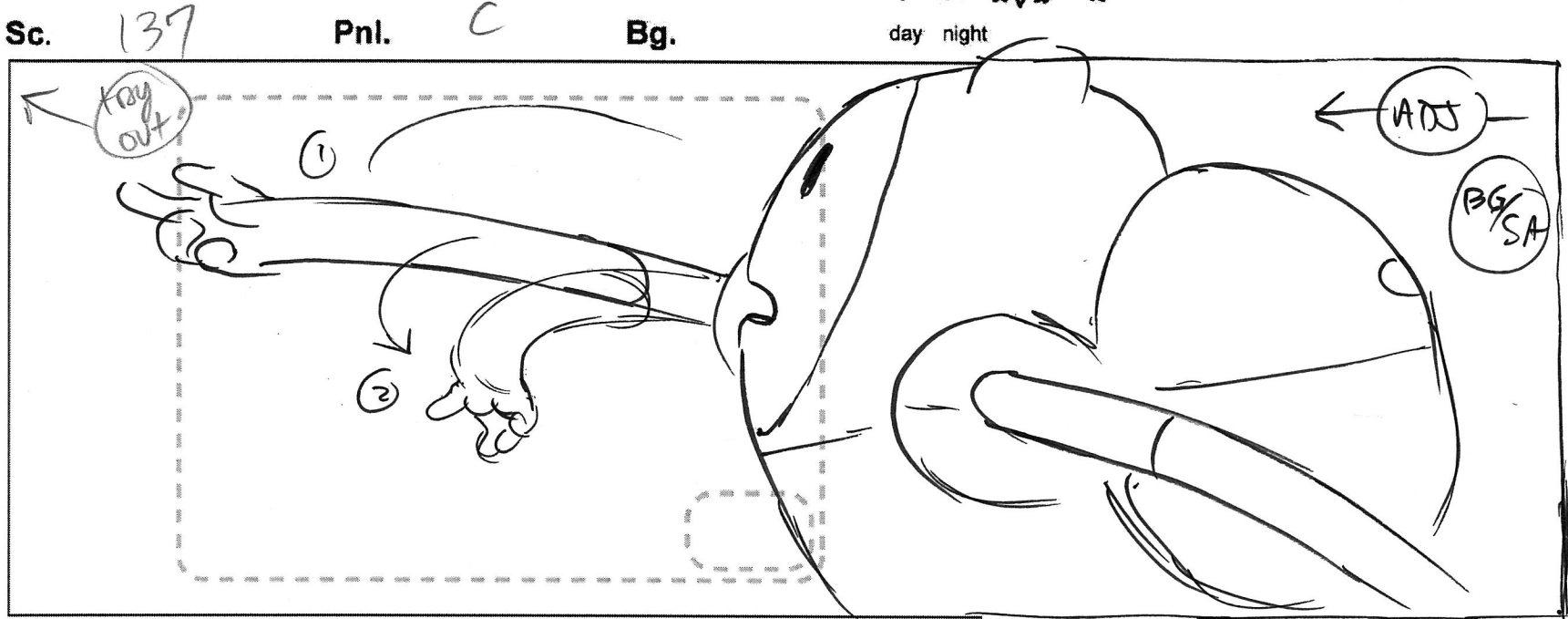
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:
Action:
Timing:

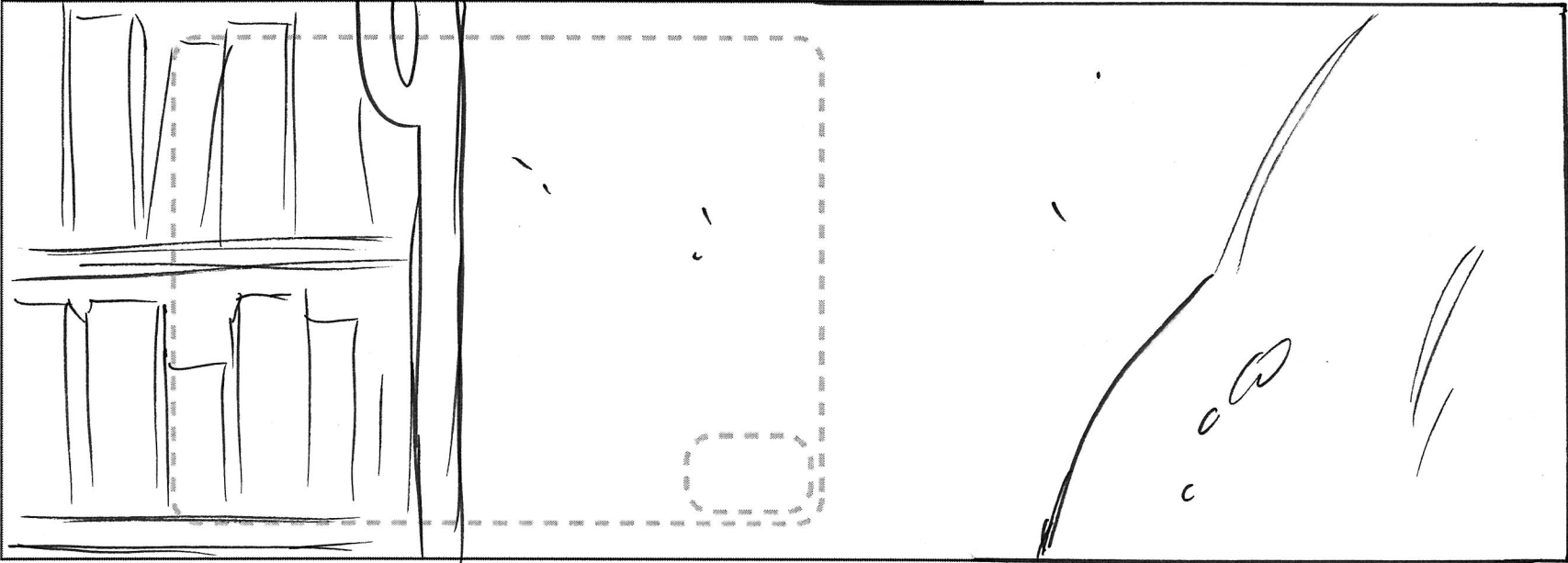
Production : EPISODE #

1025-193

ADVENTURE TIME



Sc. 137 Pnl. D Bg. day night



Dialog:

Action:

Timing:



EPISODE #

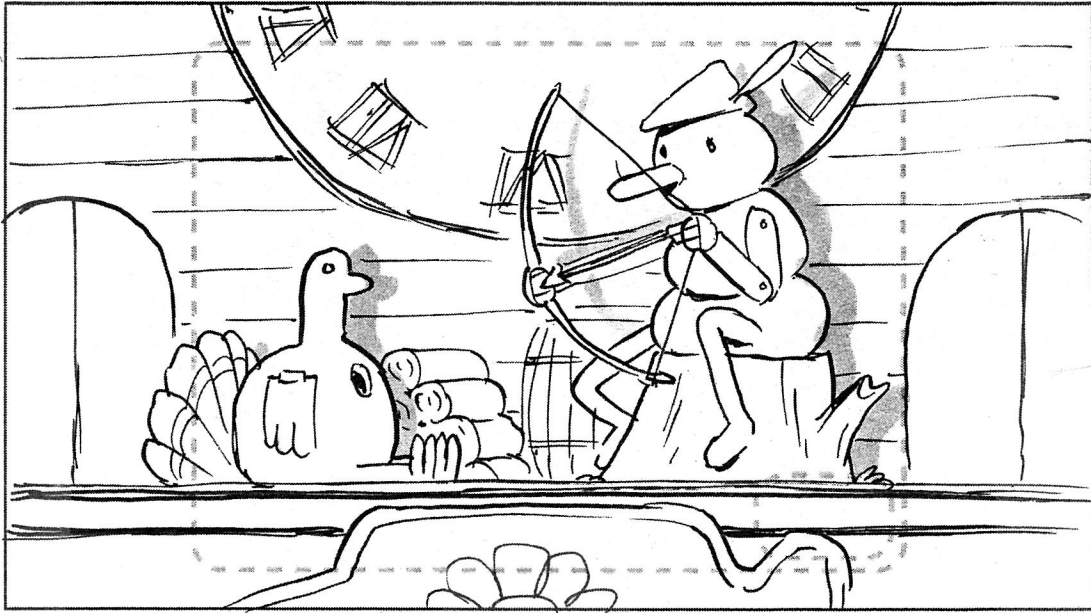
Production :

1025-193

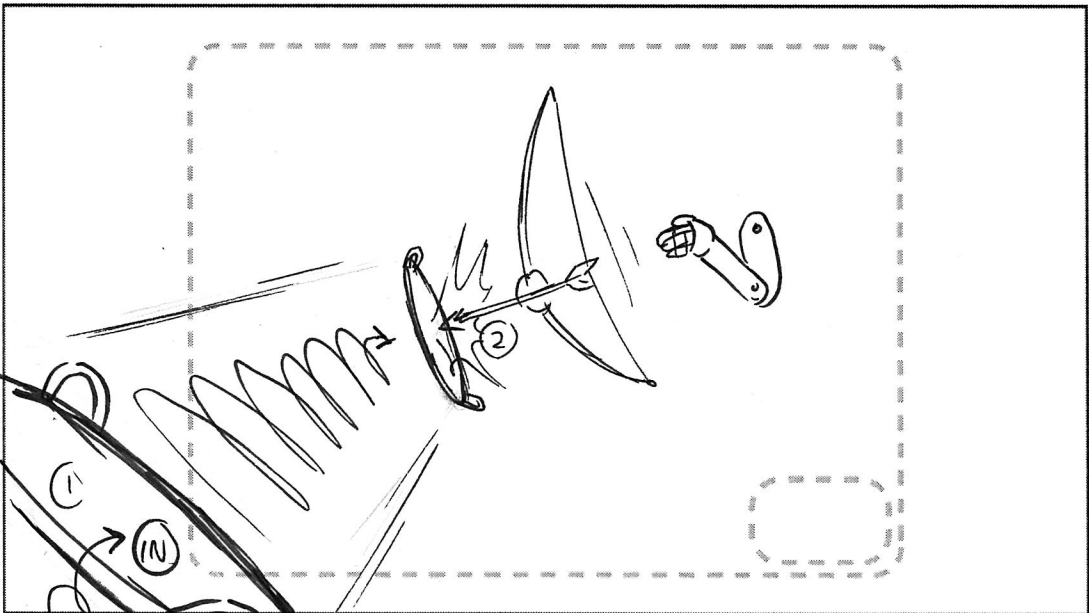
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:

(F) (VO) → I'll deflect the hunter bot's brass arrow.

Action:

- Tray spins into shot and intercepts fired arrow

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 160

Sc. 138

Pnl. C

Bg.

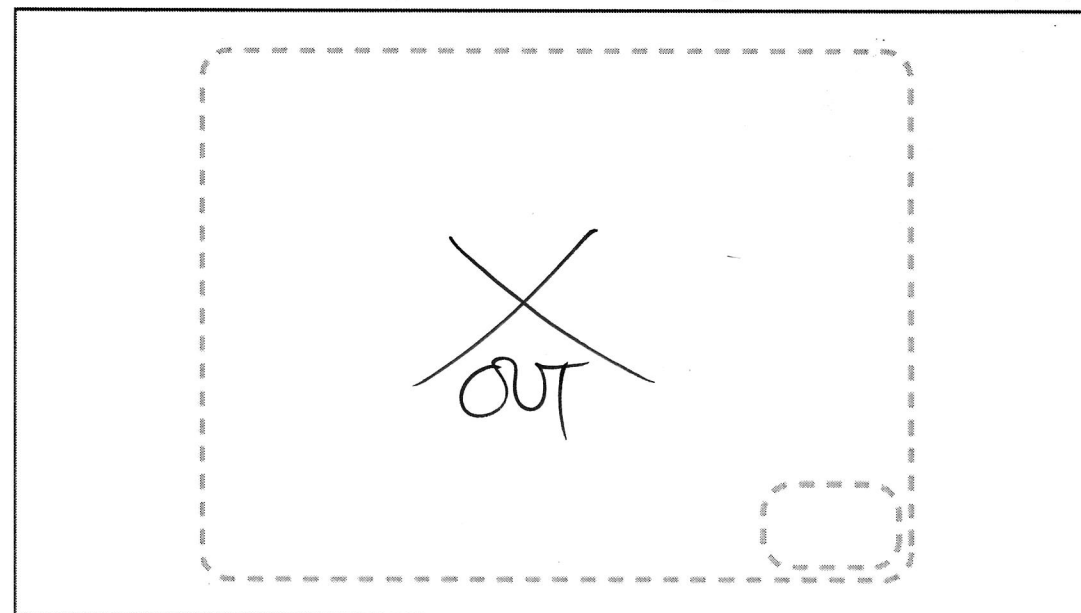
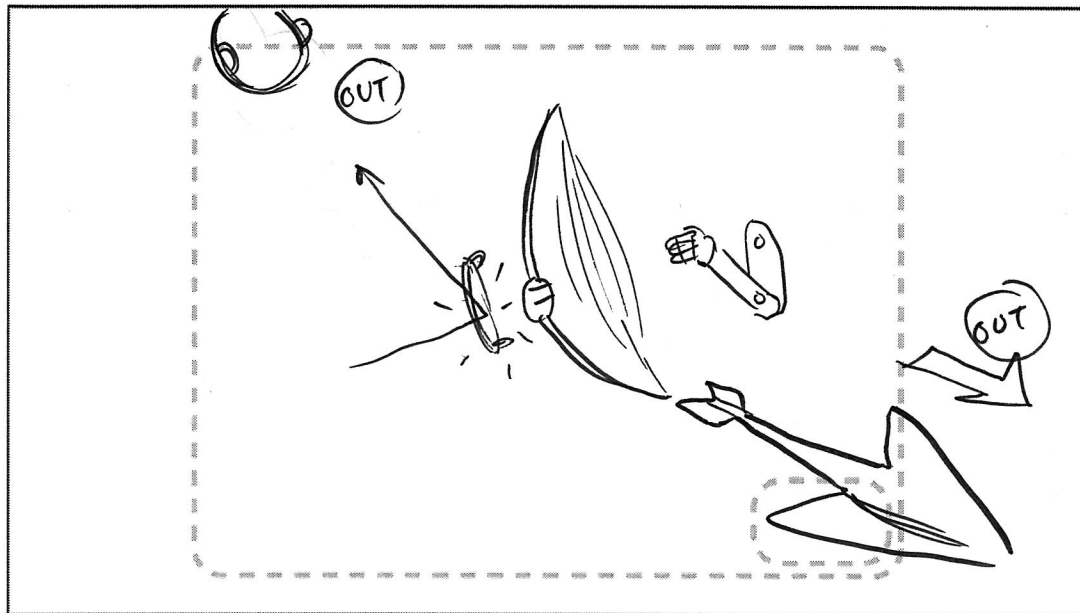
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - Tray hits clock and bounces offscreen
- arrow is deflected offscreen.

Timing:

EPISODE #

Production :

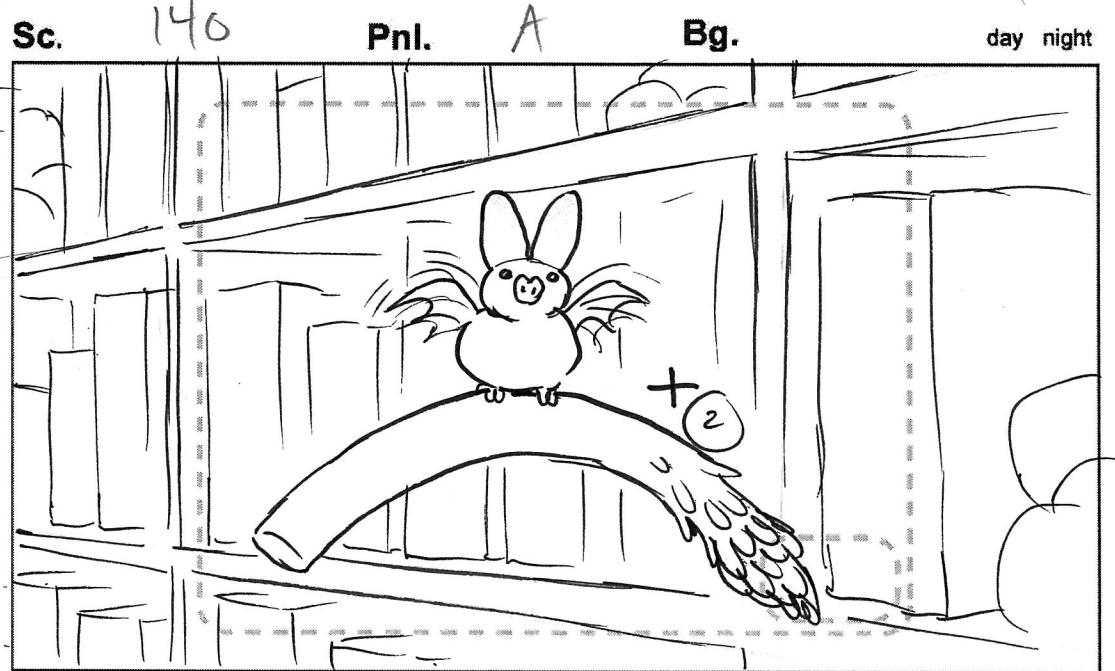
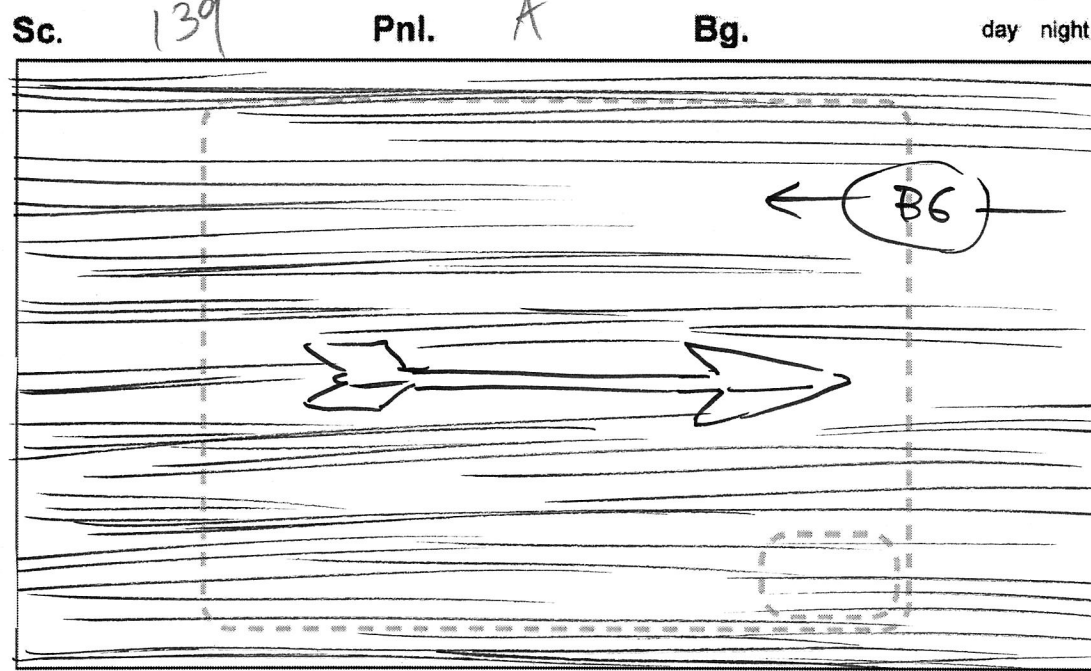
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



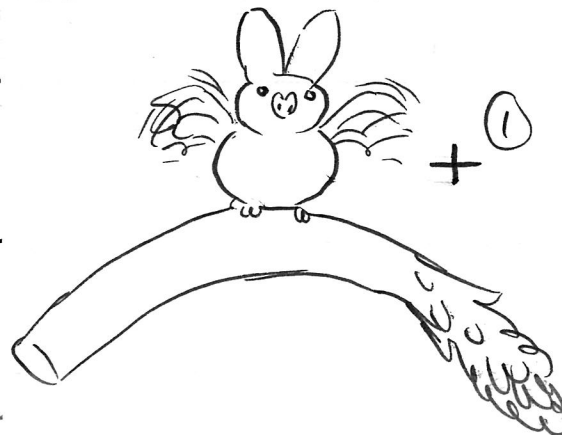
Page 161



Dialog: (F)(VO) Swift but delicate, the arrow will gain heft →

Action:

Timing:



- Heavy bat flaps his wings fast but moves very slowly

EPISODE #

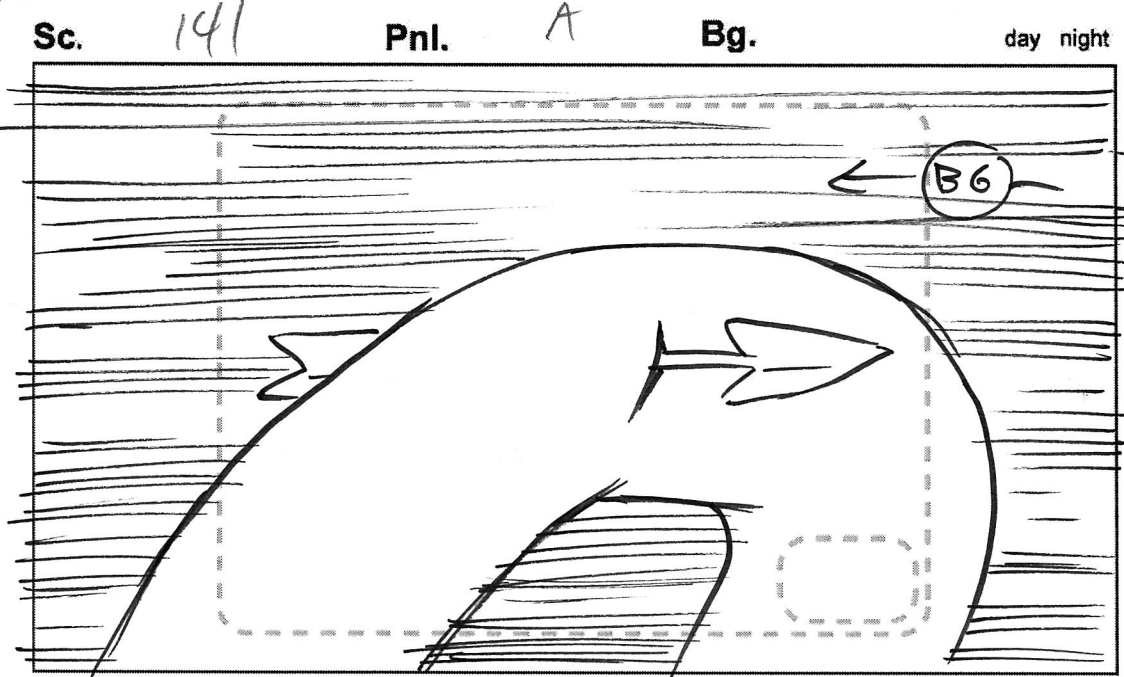
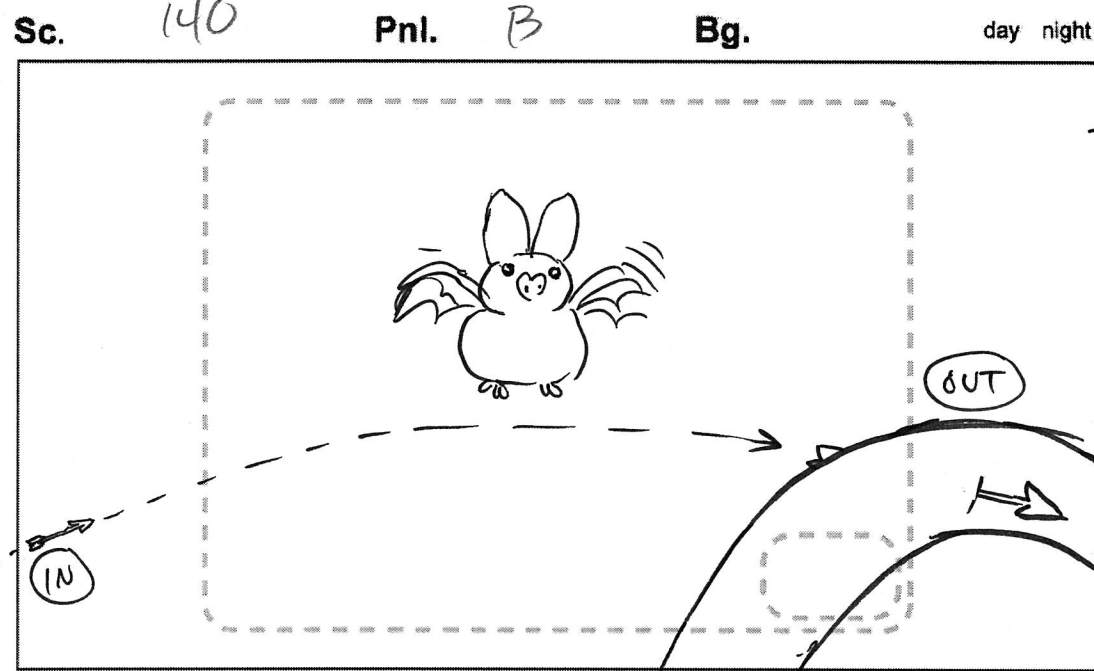
Production :

1025-193

ADVENTURE TIME



Page 162



Dialog:

(F VO) → via the chandelier bat's filched asparagus.

Action: - arrow pierces asparagus and carries it away.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

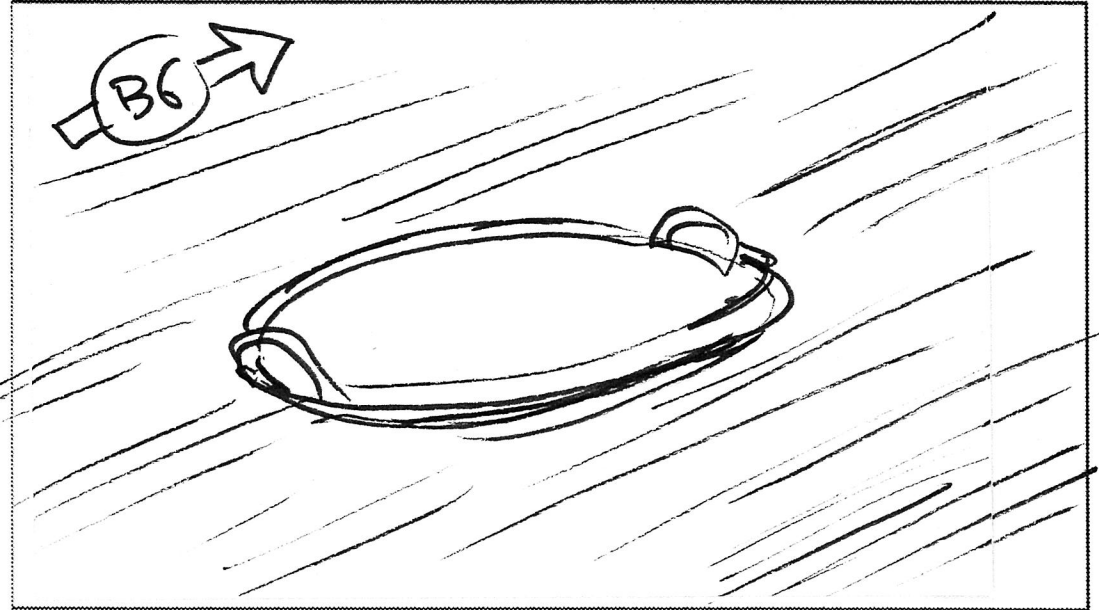


Page 163

Sc. 142 Pnl. A Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:

(F)(UO)

Action:

MEANWHILE...

Timing:

(F)(UO) The serving tray from before has entered phase 2

EPISODE #

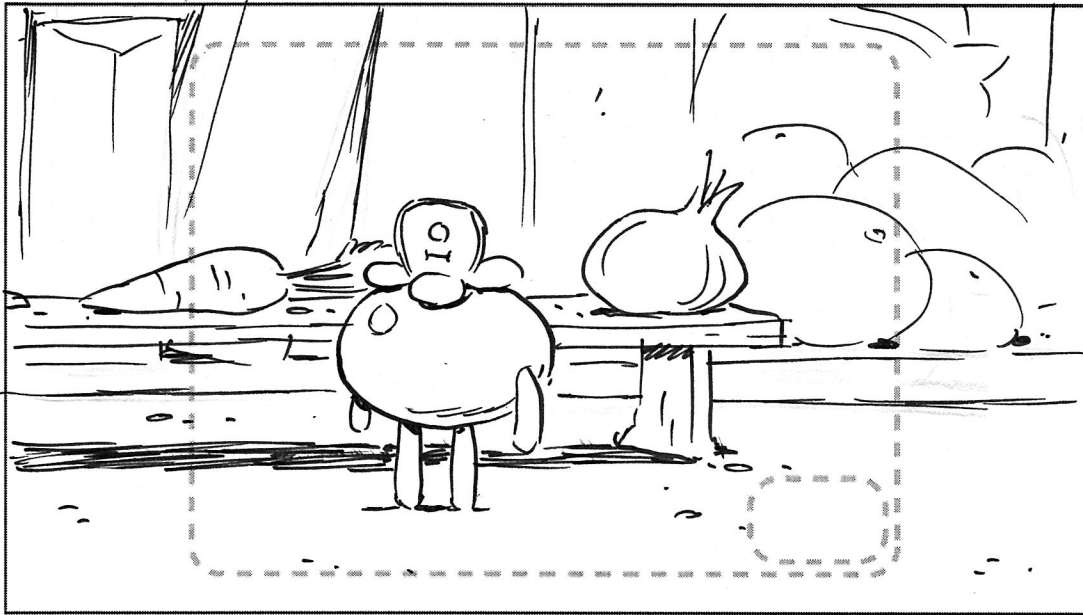
1025-193

Production :

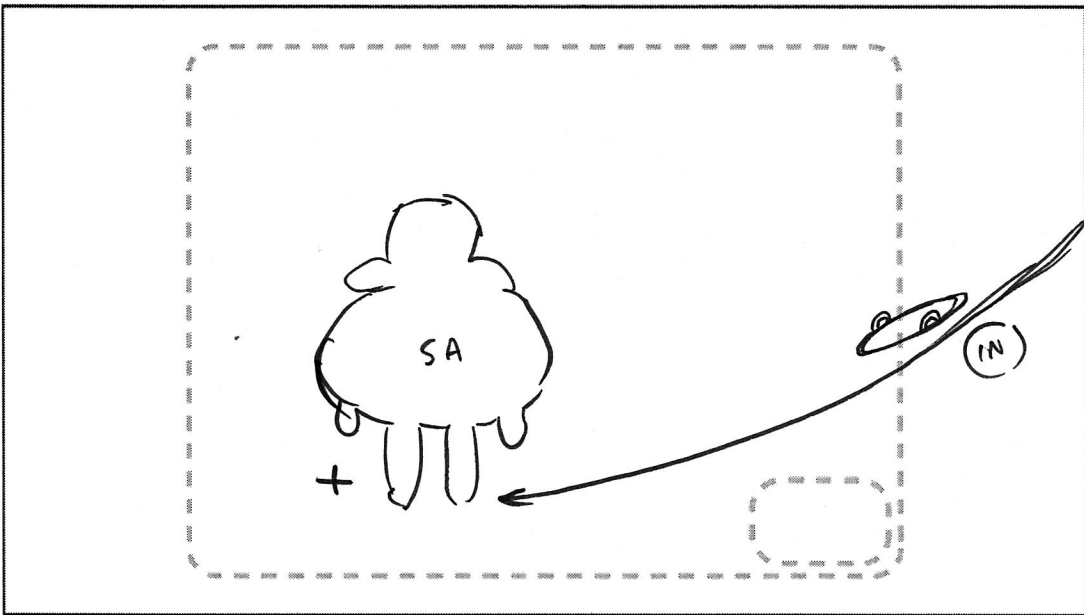
ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



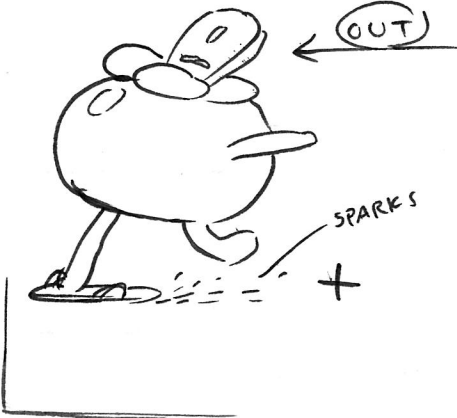
Sc. 144 Pnl. B Bg. day night



Dialog:

Action: *note: mangosteens are a real thing and are purple

Timing:



-Troy flies in and sweeps BM off his feet.

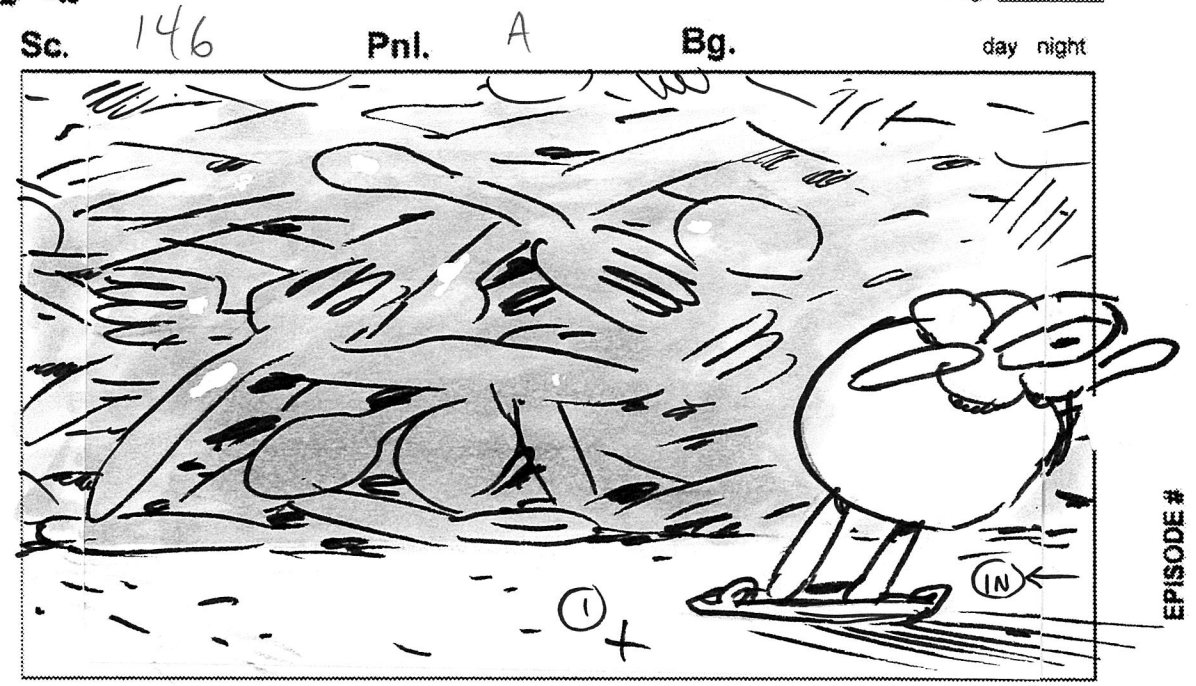
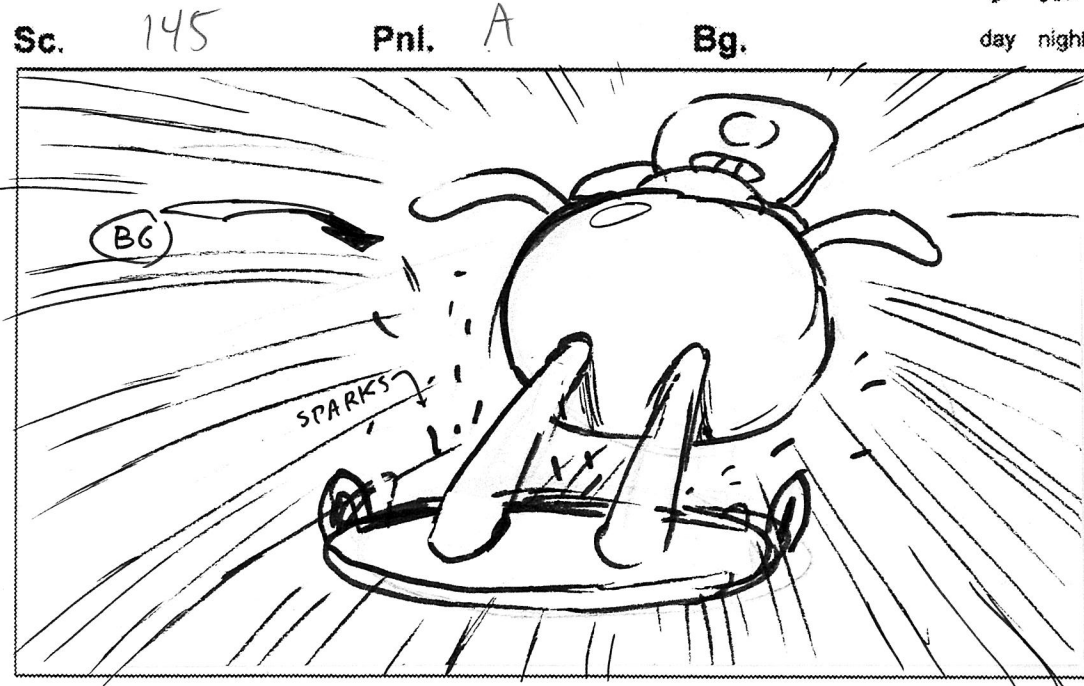
EPISODE #

Production :

ADVENTURE TIME



165
Page _____



EPISODE #

Dialog:	<p>(F)VO sending Bruce Mangosteen careering into the clean silverware.</p>
Action:	
Timing:	

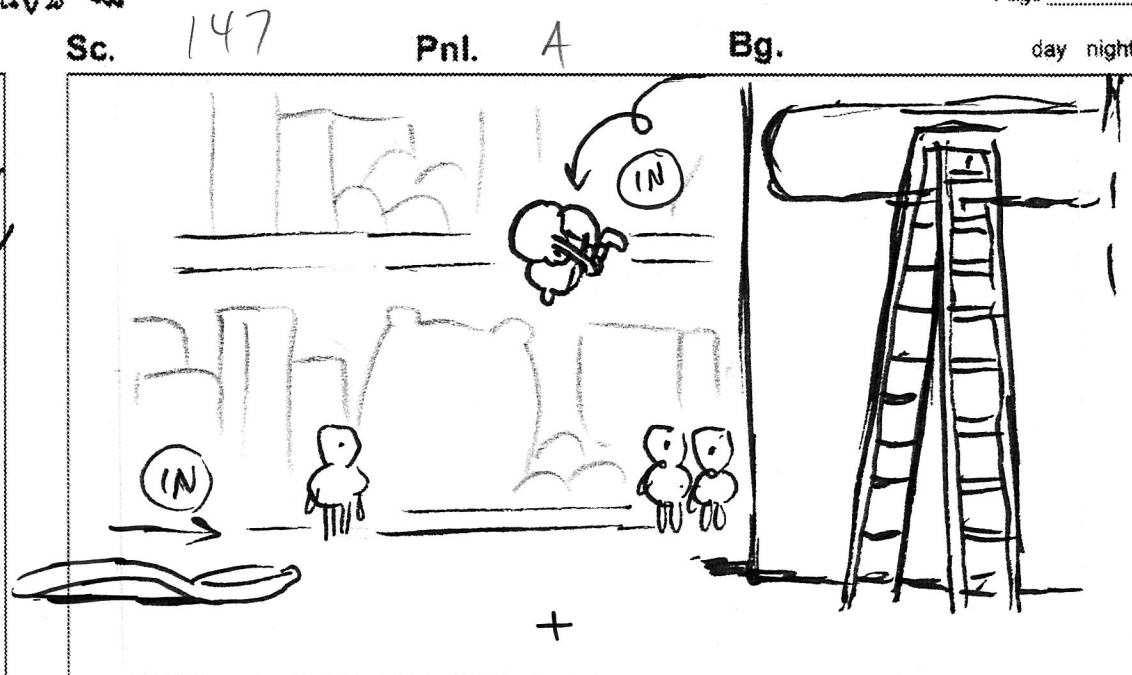
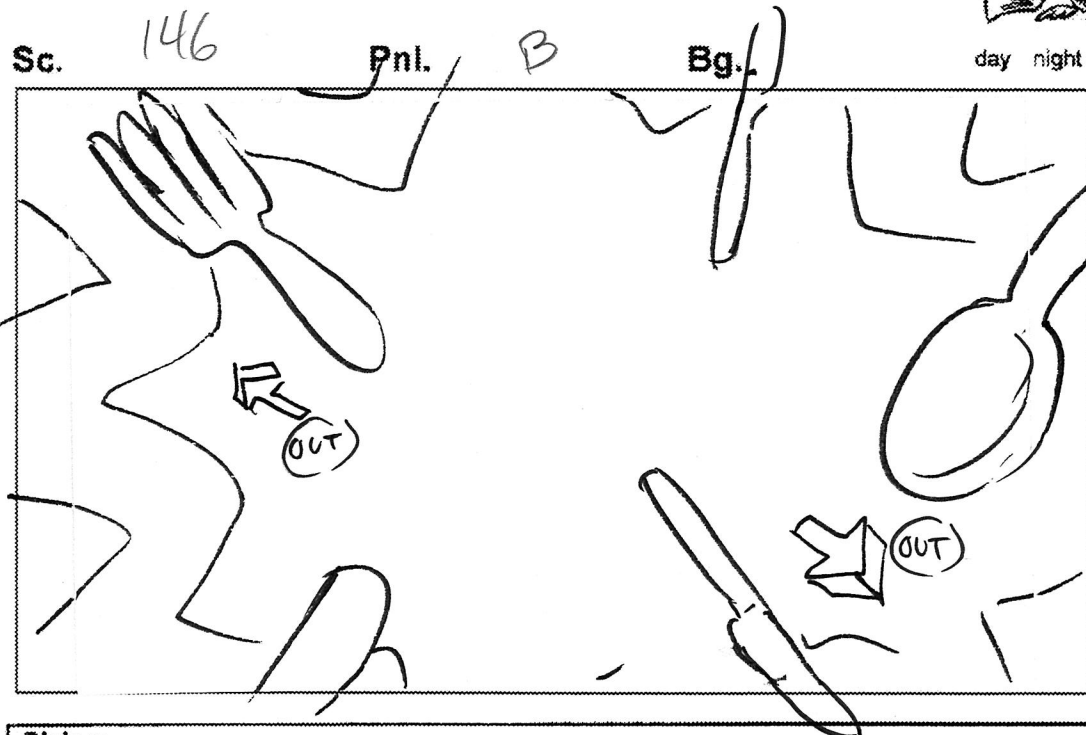
- SPARKS fly out
behind tray

(2)

Production :

1025-193

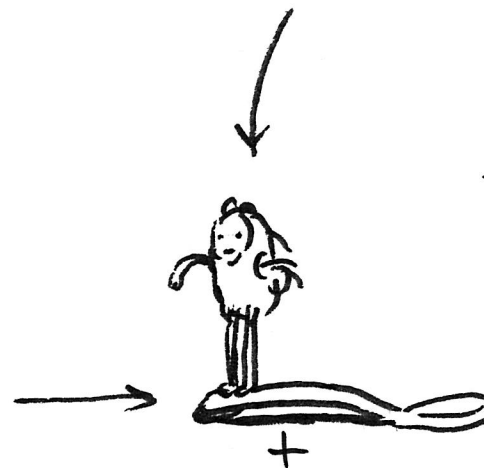
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Dialog:

Action: ✱ - explosion should be abstract/stylized
(no need to animate nine million forks flying around)

Timing:



- Spoon slides into scene and slows to a stop.

EPISODE #

Production :

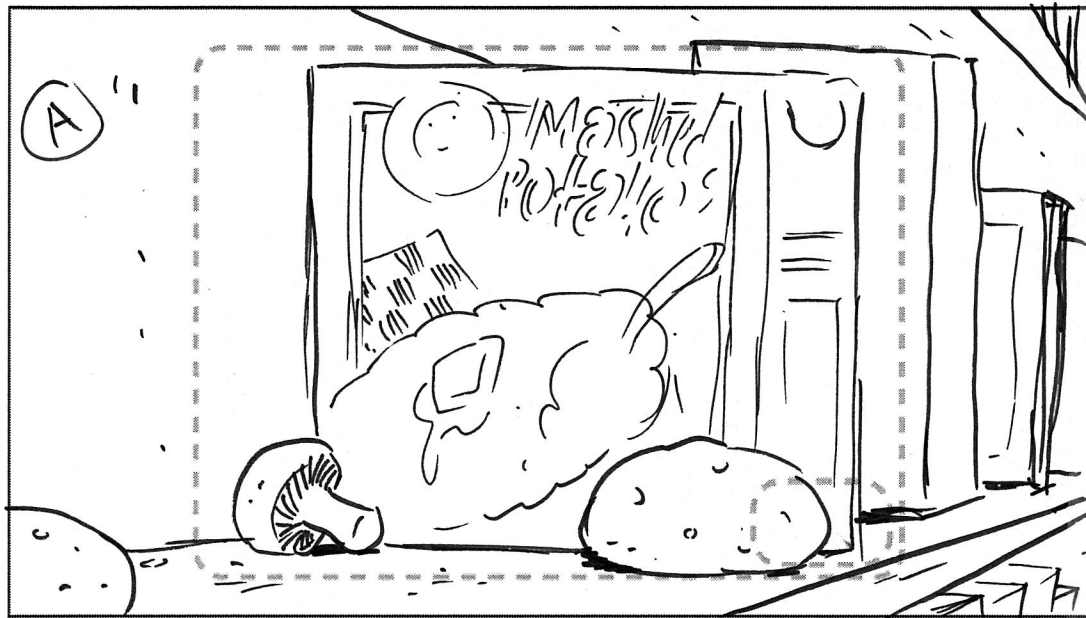
1025-193

ADVENTURE TIME

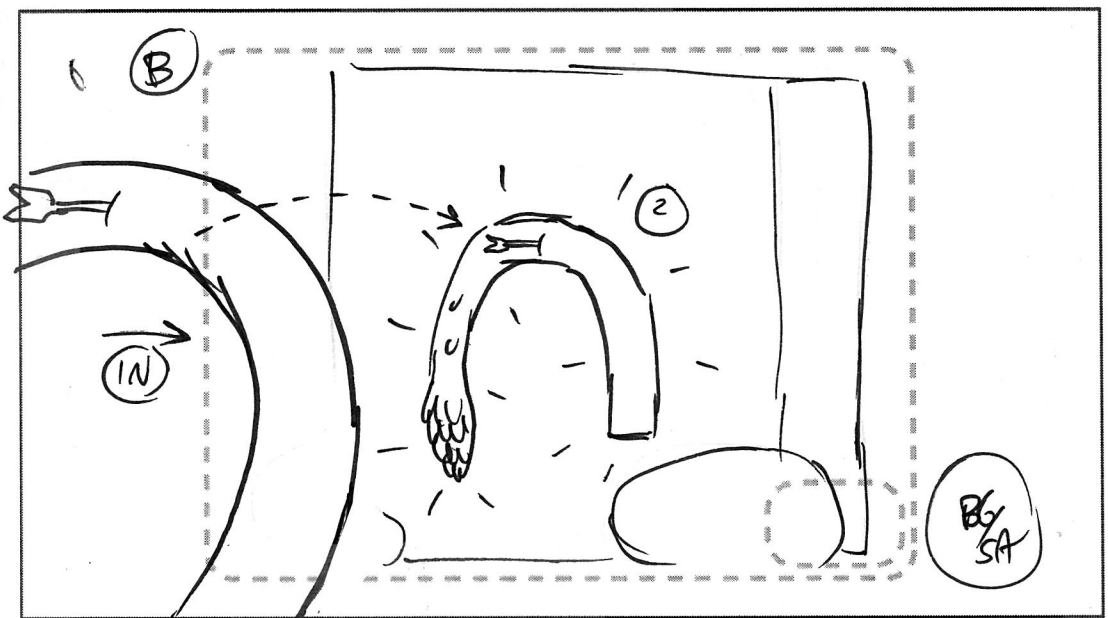


Page 167

Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

(F VO) BUT ALSO - the asparagus arrow has caused a domino thing of food →

Action

Time



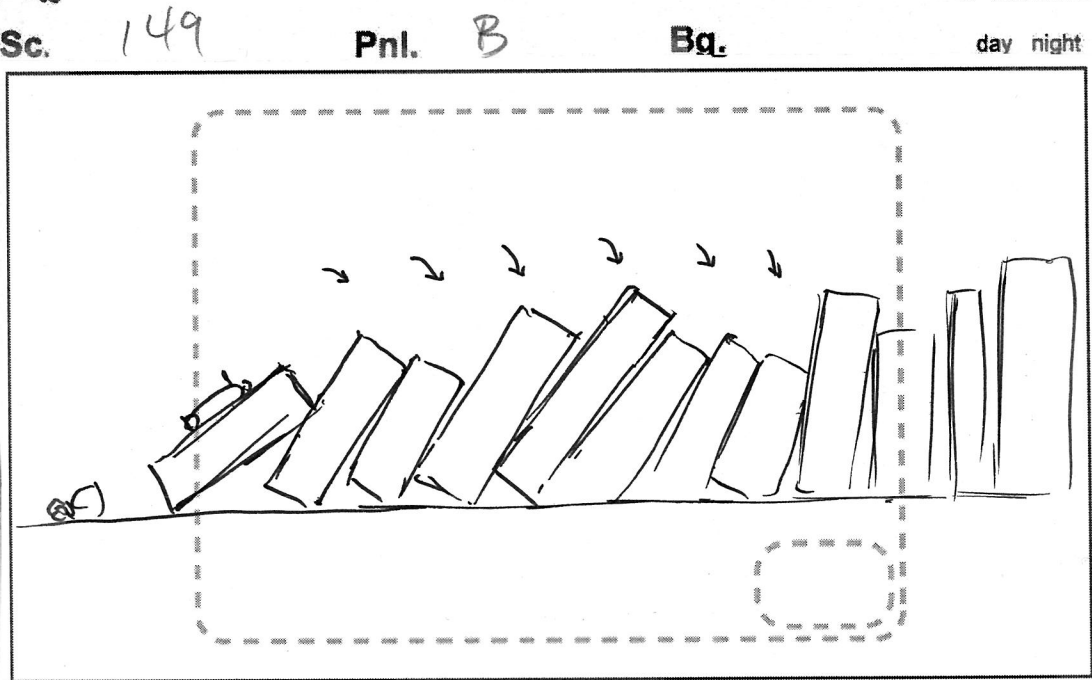
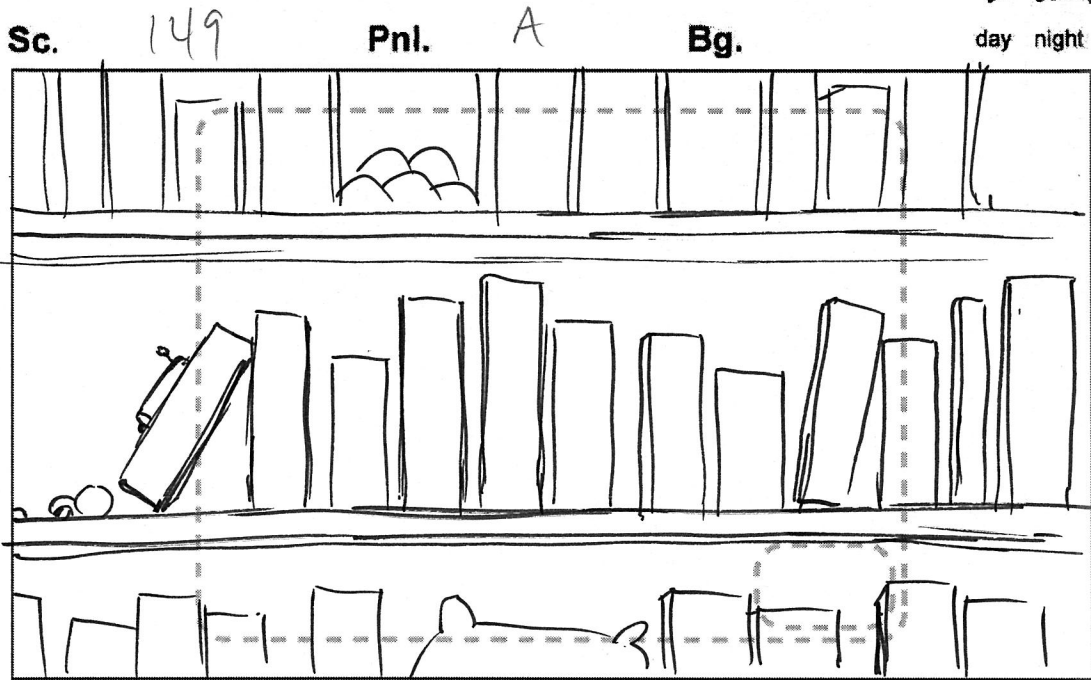
- asparagus arrow stems into box, box starts tipping over

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:	
Action:	- Box tips further into next box, starting a cascading domino effect.
Timing:	

EPISODE #

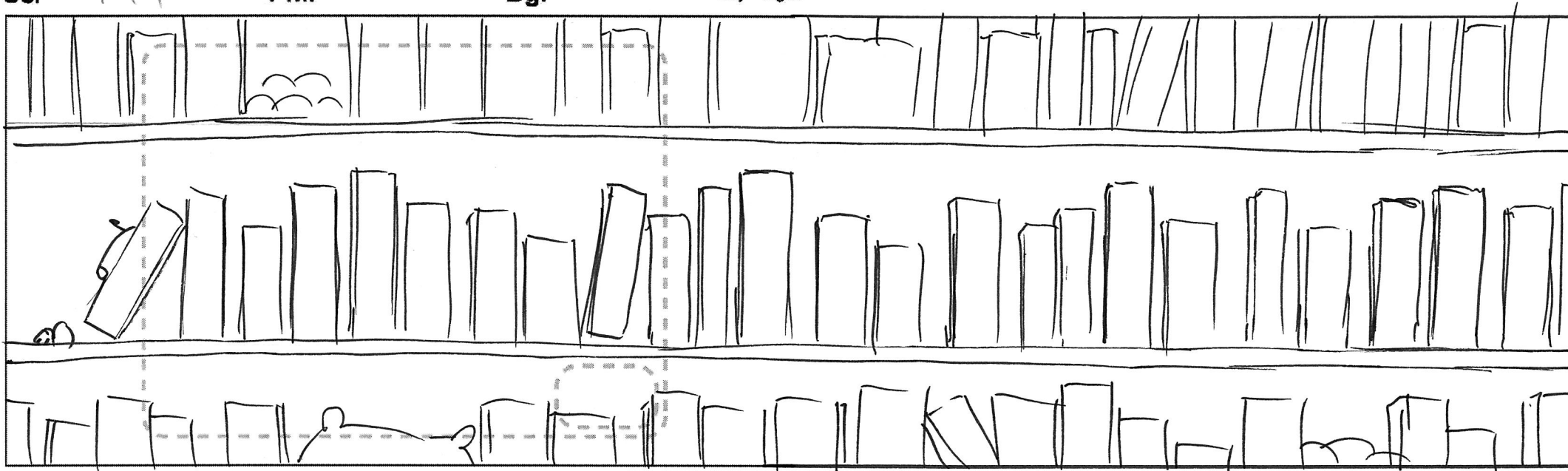
Production :

ADVENTURE TIME



Page 169

Sc. 149 Pnl. C Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

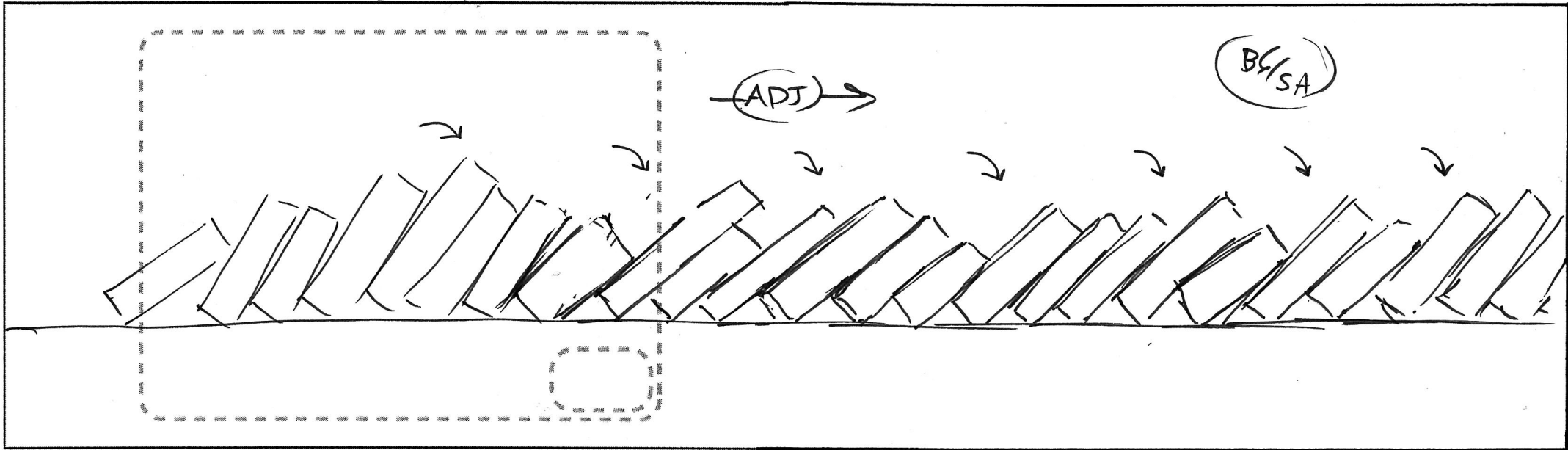
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 149 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1025-193

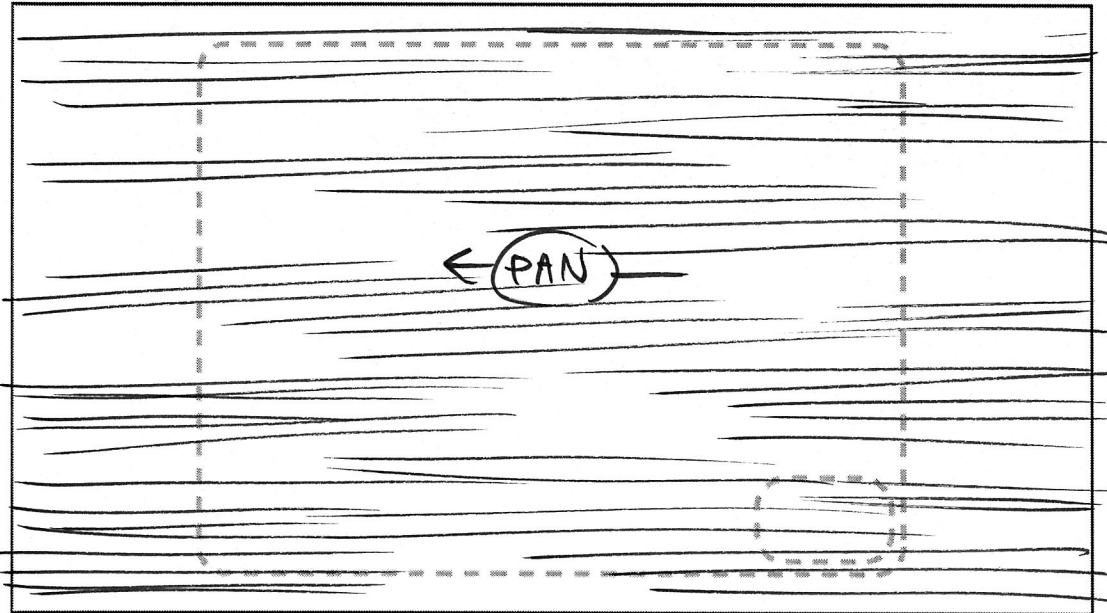
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

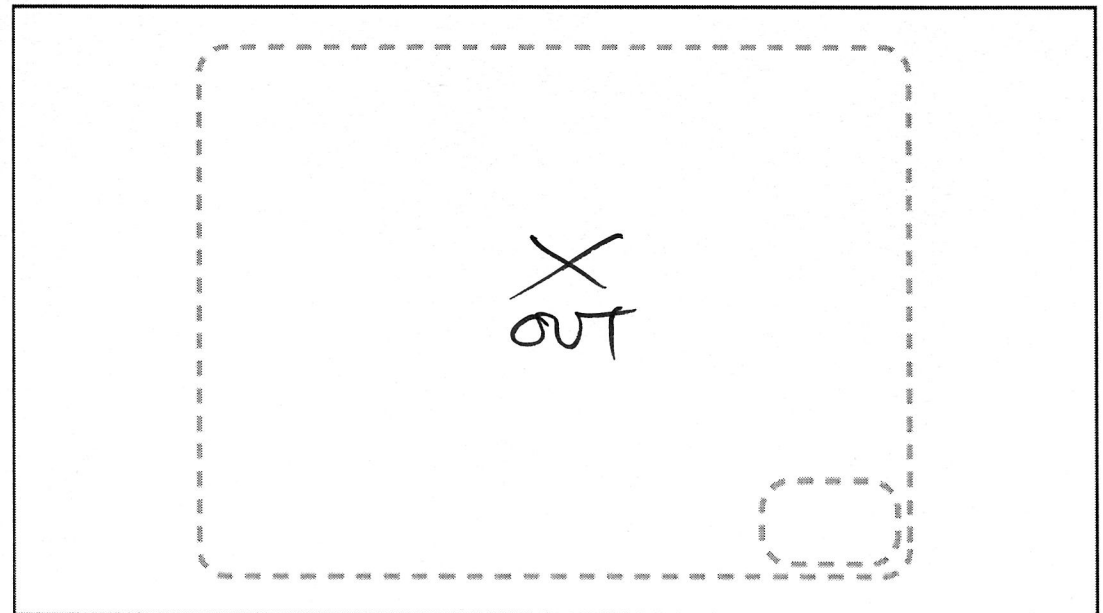


Page 171

Sc. 149 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

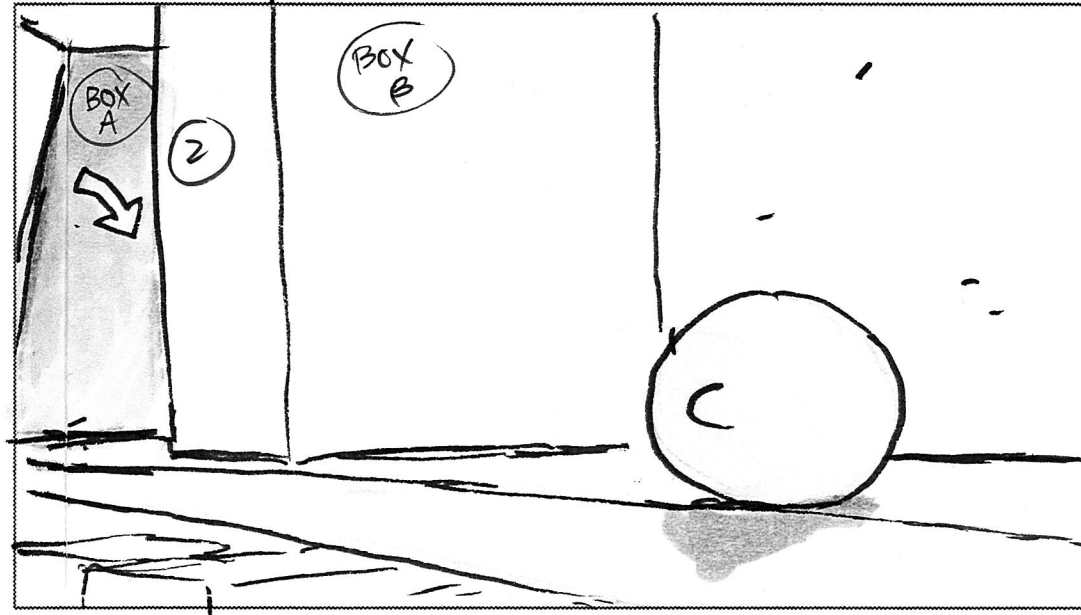
EPISODE #

Production :

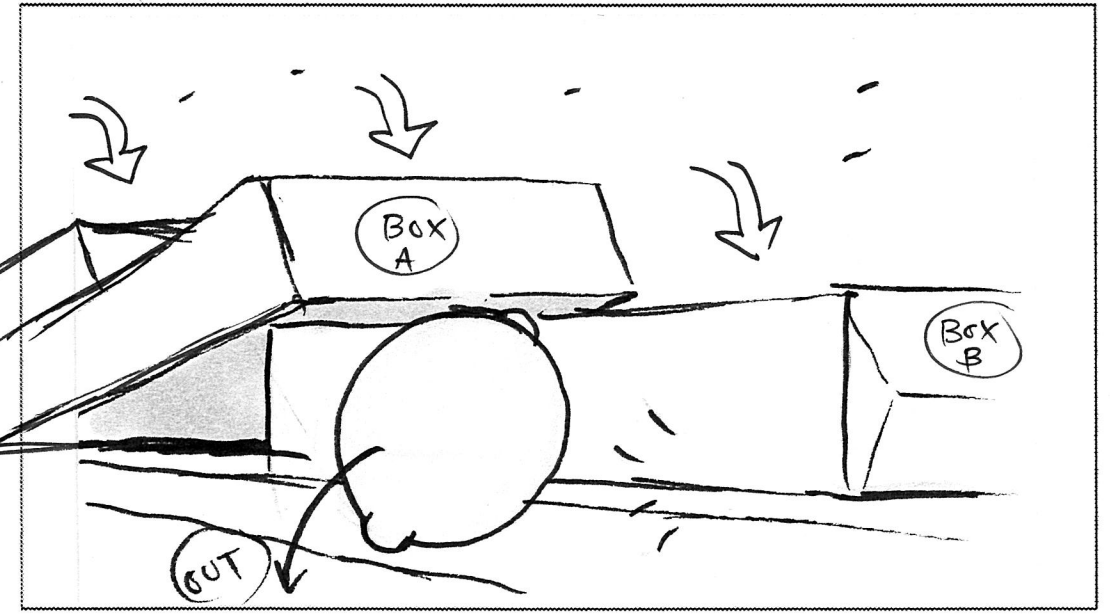
1025-193



Sc. 150 Pnl. A Bg. day night



Sc. 150 Pnl. B Bg. day night



Dialog:

Act

Tim



→ culminating
in a huge
lemon falling.

- Box A tips into Box B, which falls down and knocks the
lemon off the shelf.

EPISODE #

Production :

1025-193

ADVENTURE TIME



173

Page

Sc.

151

Pnl.

A

Bg.

day night

Sc.

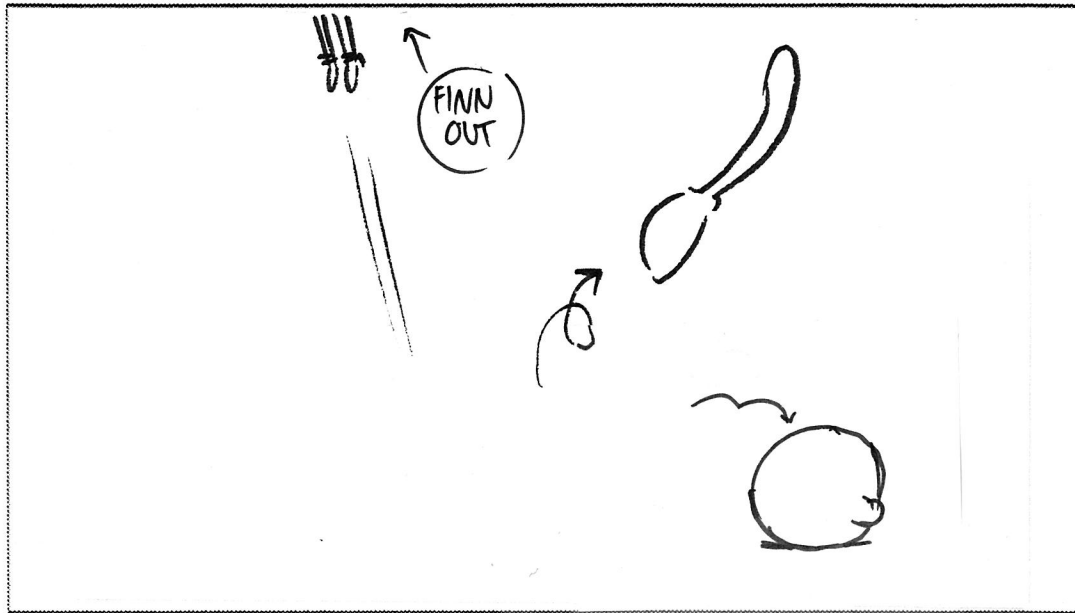
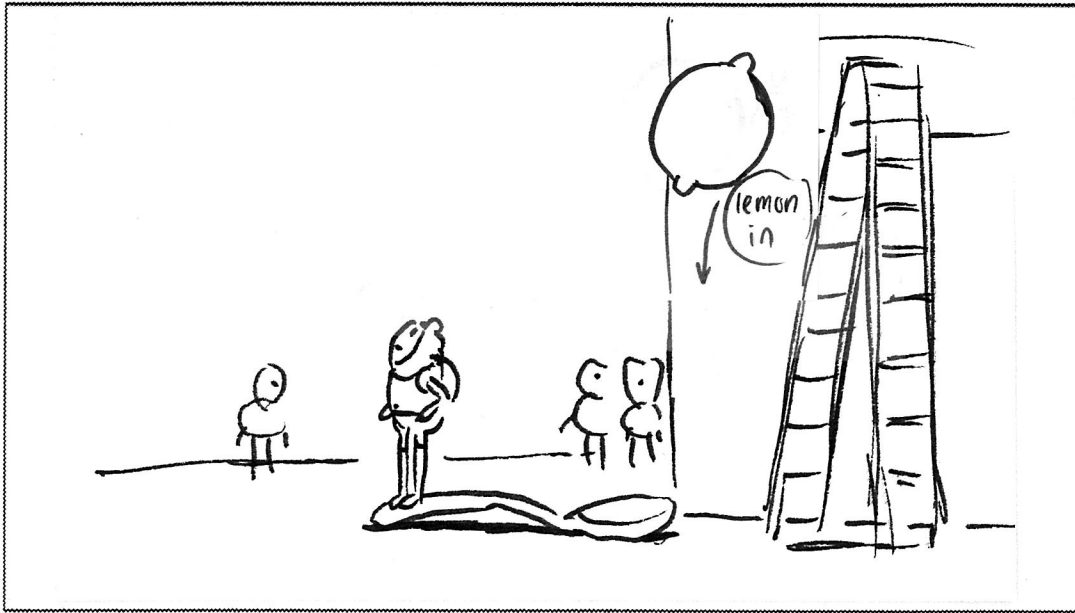
151

Pnl.

B

Bg.

day night



Dialog:

Action:

- Lemon falls onto spoon and catapults Finn off screen.

Timing:

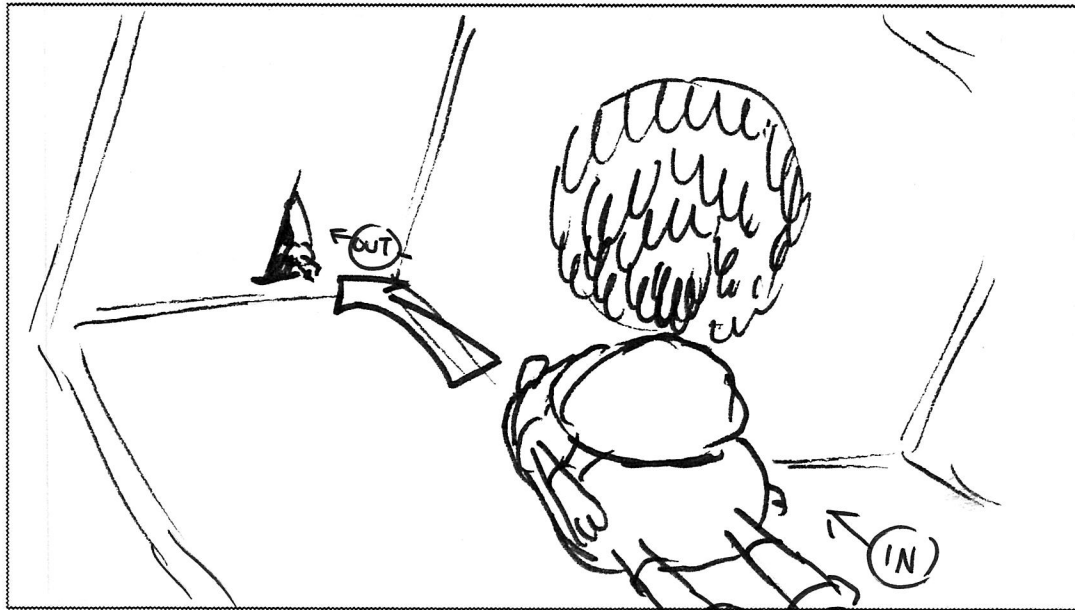
EPISODE #

1025-193

Production :



Sc. 152 Pnl. A Bg. day night



Sc. 153 Pnl. A Bg. day night



Dialog:

- BEAT -

Action: - Finn flies into ceiling crack.

☆ NOTE - special pastel/rainbow zip
BG for this shot

- Finn rotates continuously through scene.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME

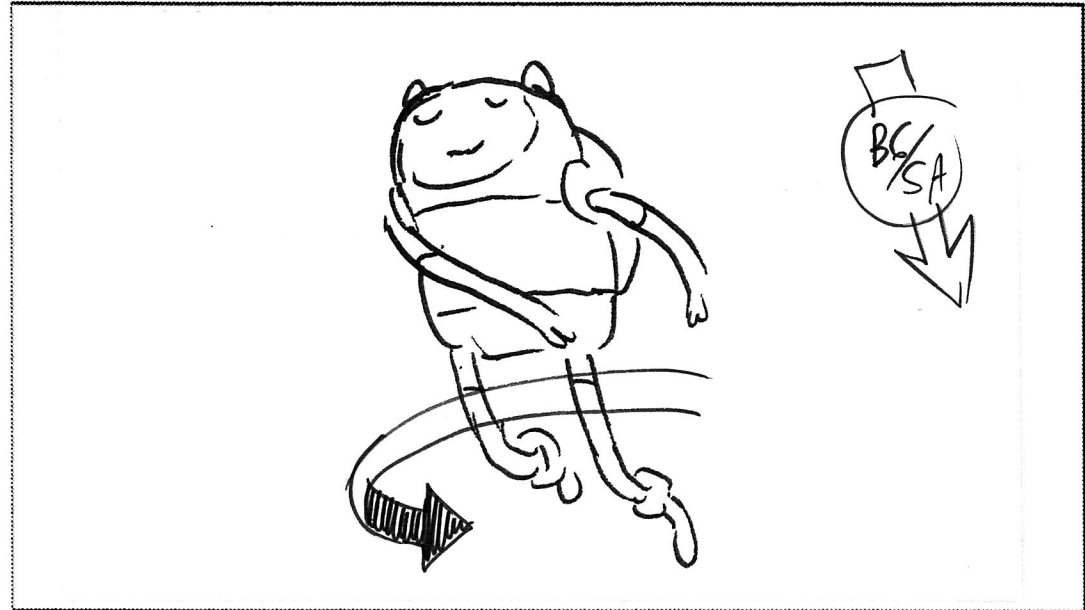


Page 175

Sc. 153 Pnl. B Bg. day night



Sc. 153 Pnl. C Bg. day night



Dialog:

(F)(VO) It's not a perfect plan, but with a little luck, I think it's got a good chance.

Action:

Timing:

Sfx: *clock chiming*

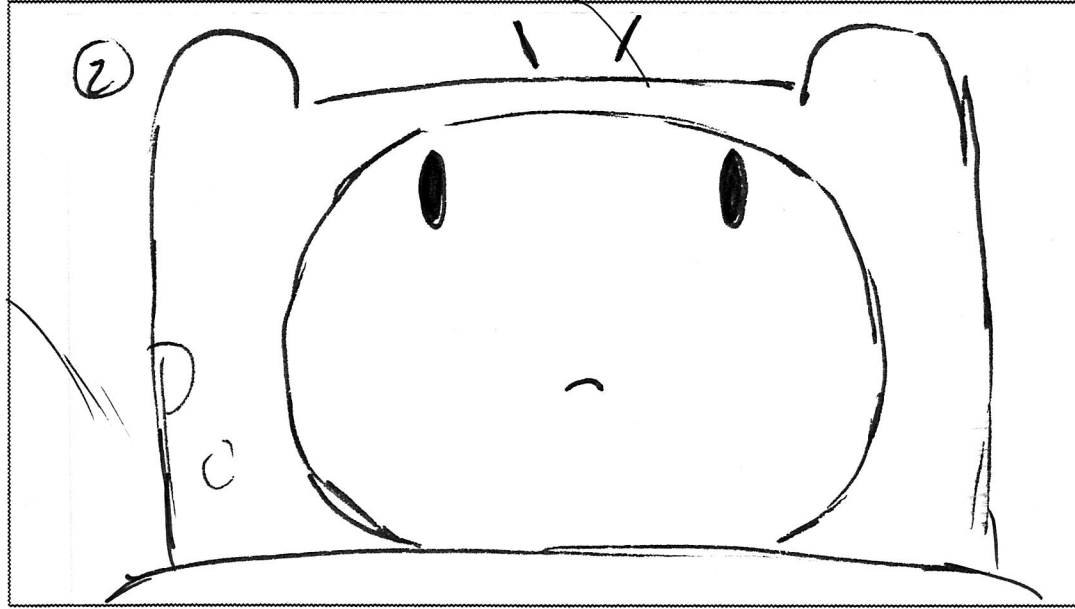
EPISODE #

1025-193

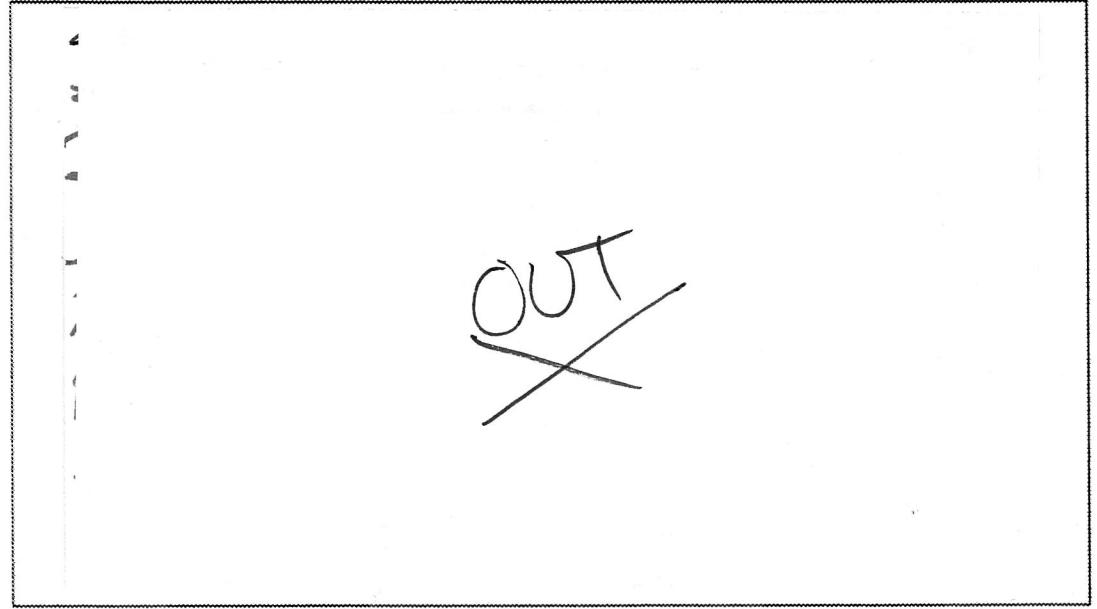
Production :



Sc. 154 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:



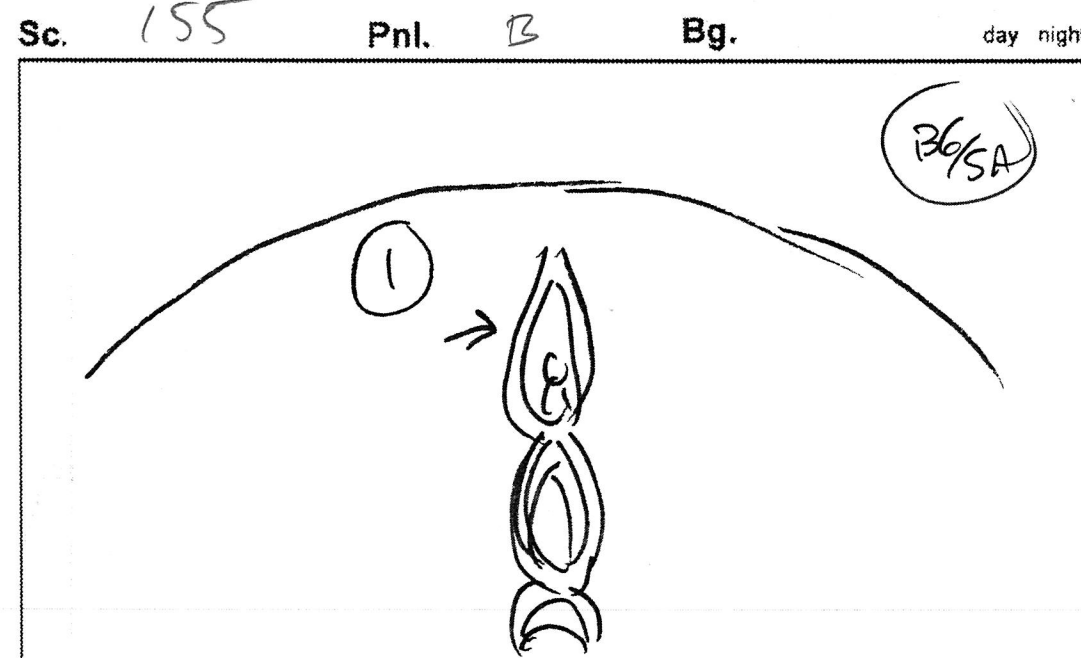
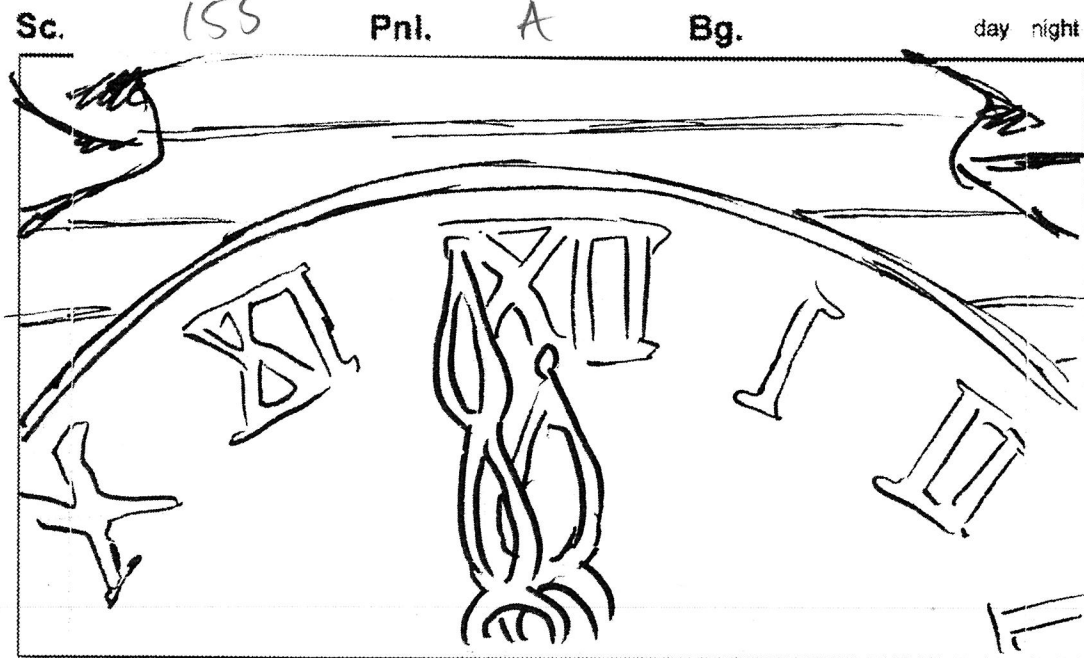
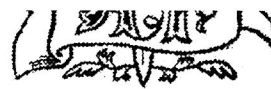
Action

Timing

EPISODE #

Production :

1025-193



Dialog:	[reuse earlier shot]	SFX: * Chiming starts * (lasts throughout →) next few scenes
Action:	☆ this segment is mostly reused animation from the earlier fantasy sequence, but this time the vaseline-lens effect is removed.	
Timing:	⌚ Clock = 11:59	⌚ Clock = 12:00

EPISODE #

1025-193

Production :

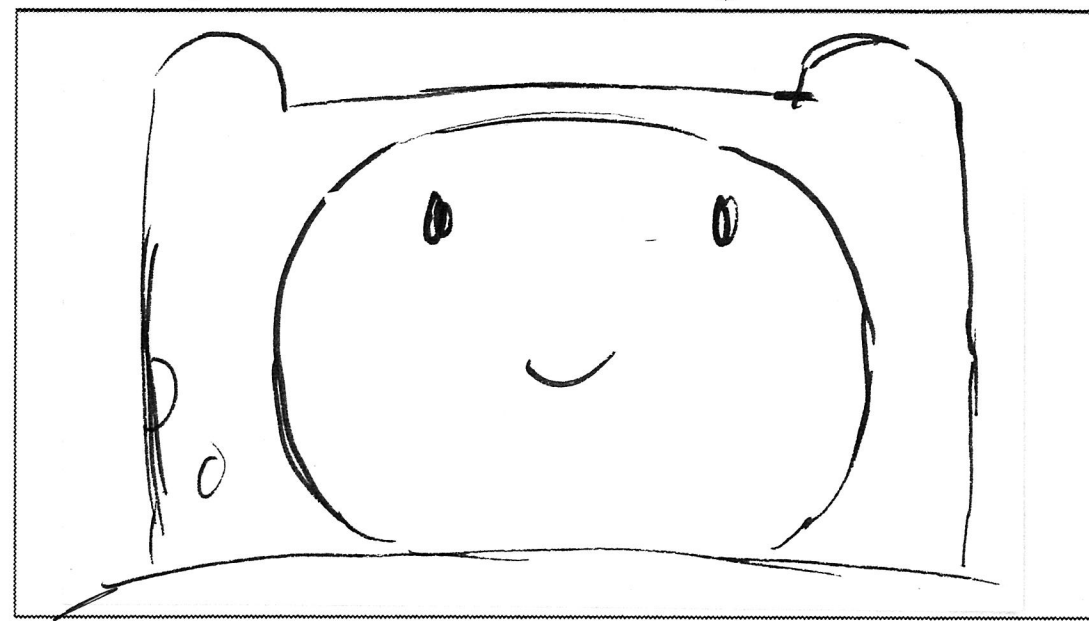
ADVENTURE TIME



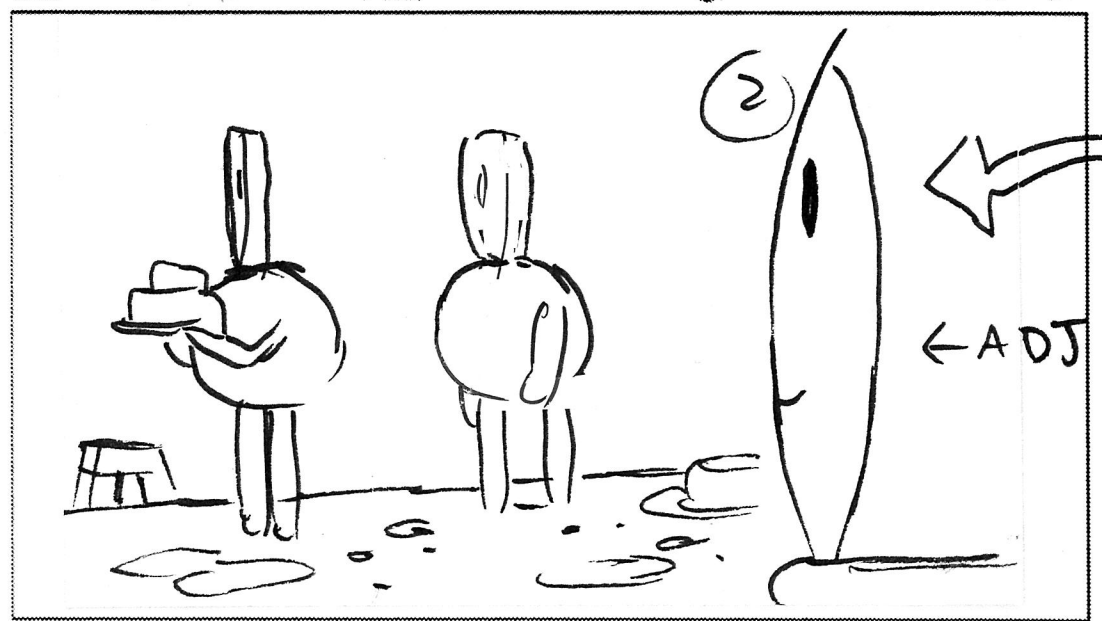
178

Page _____

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:	[NOT REUSE - new animation/ bg] * chiming *
Action:	
Timing:	

EPISODE #

Production :

1025-193

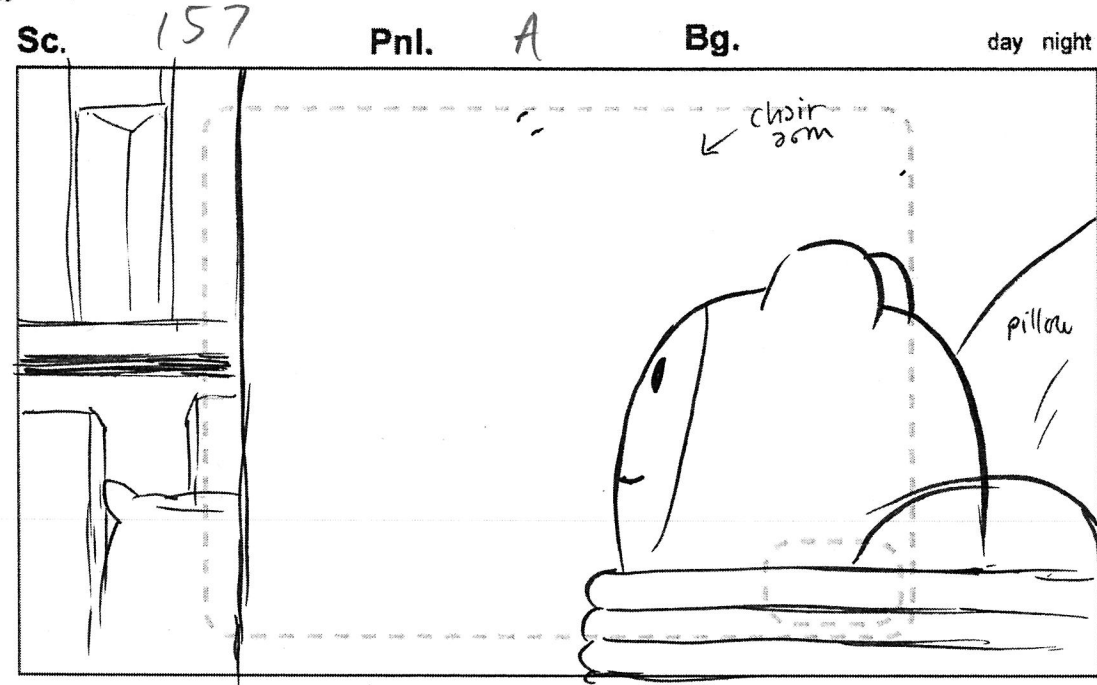
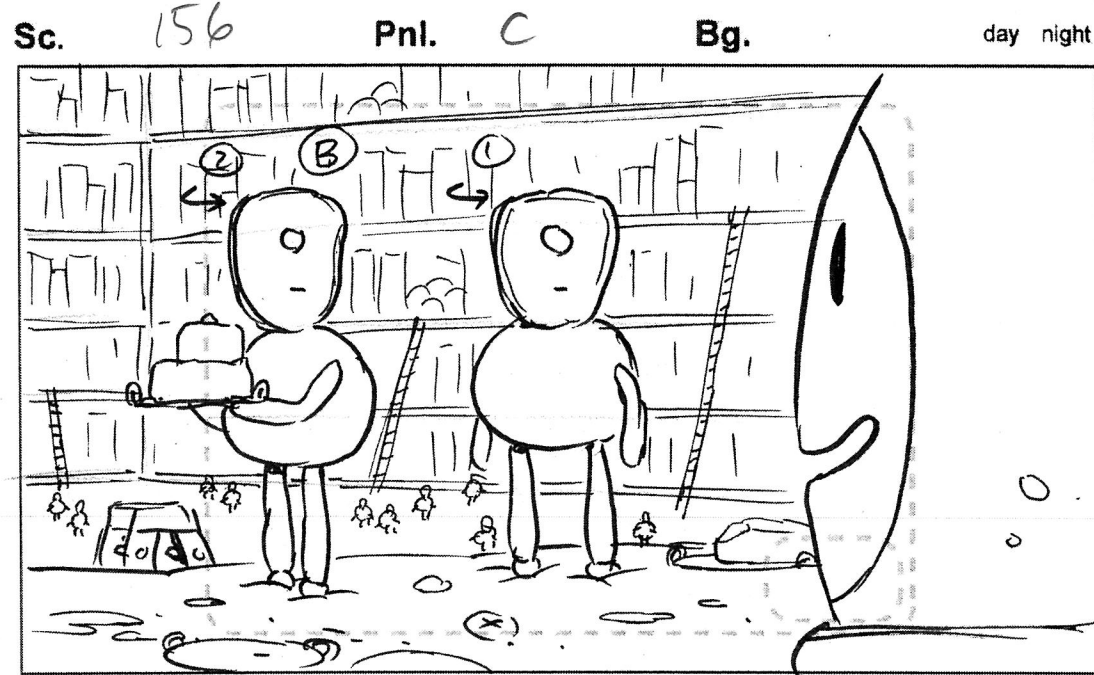
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be used or transferred.

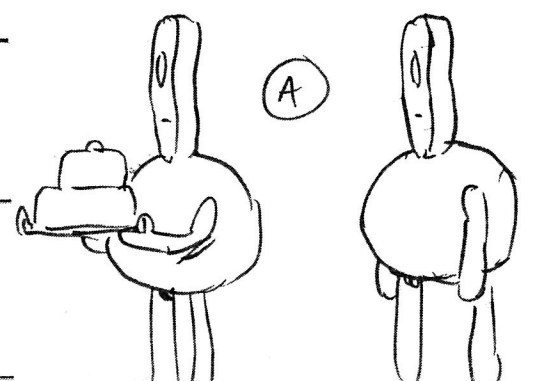
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 179



Dialog:	[reuse]
(F) Hay do you guys like clean jokes?	
Action:	
Timing:	

EPISODE #

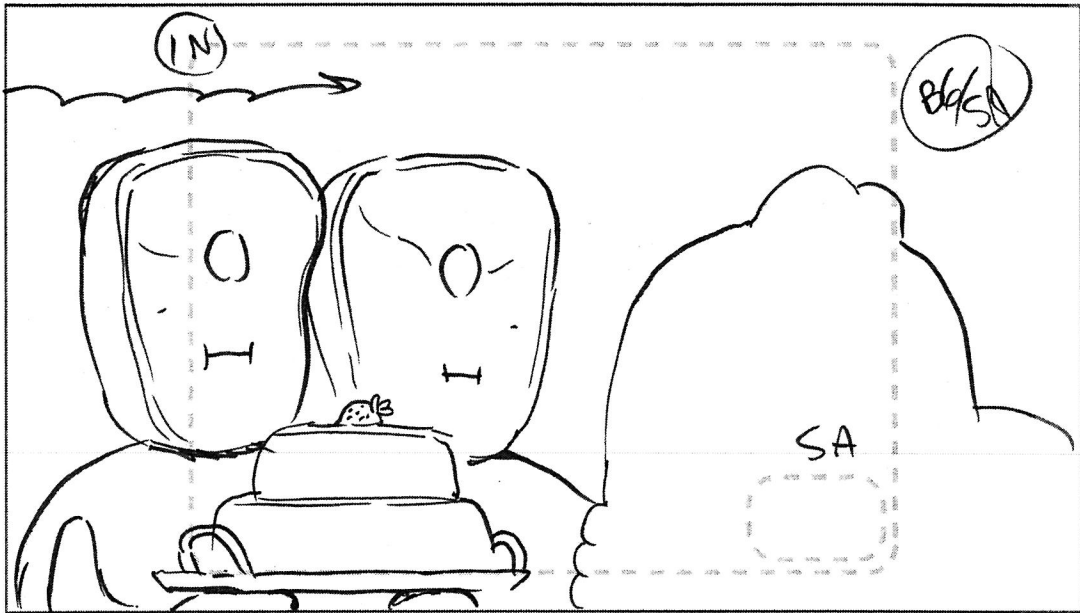
Production :

1025-193

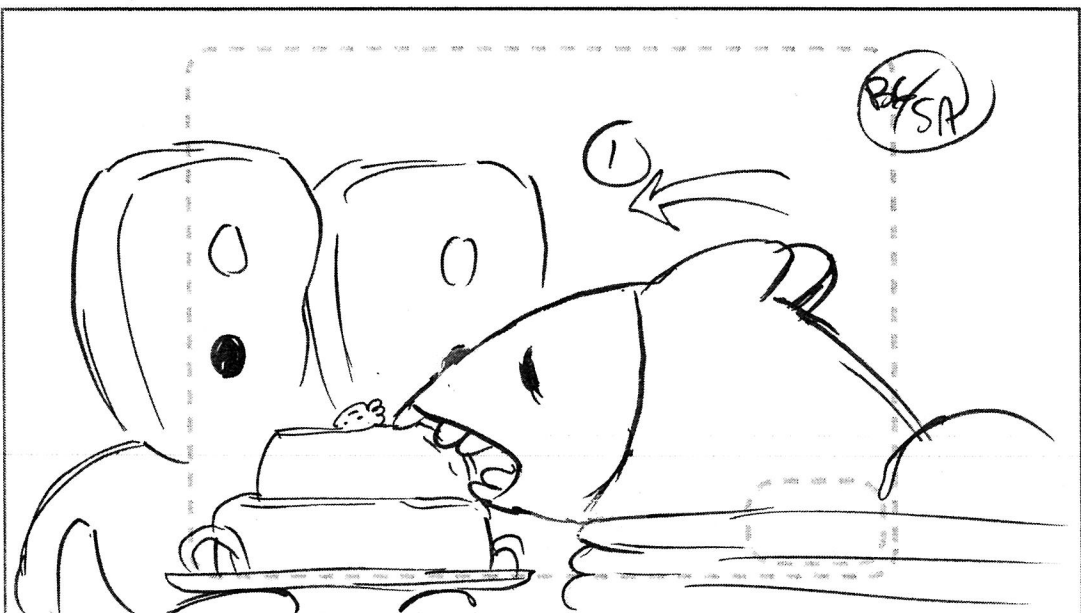
ADVENTURE TIME



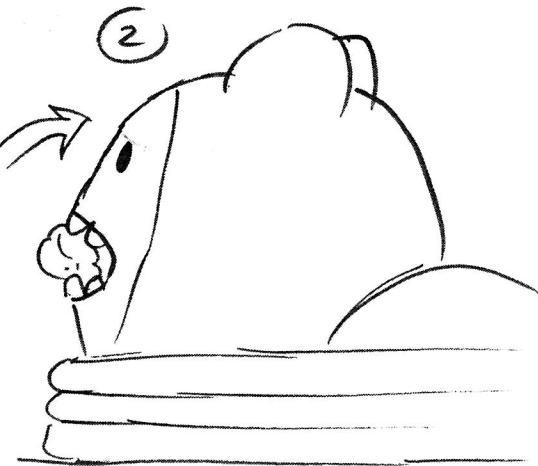
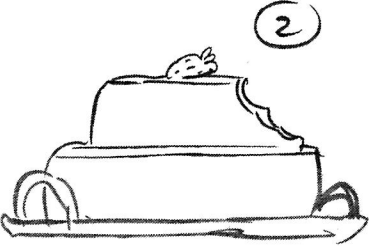
Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:	[reuse]
Action:	
Timing:	



EPISODE #

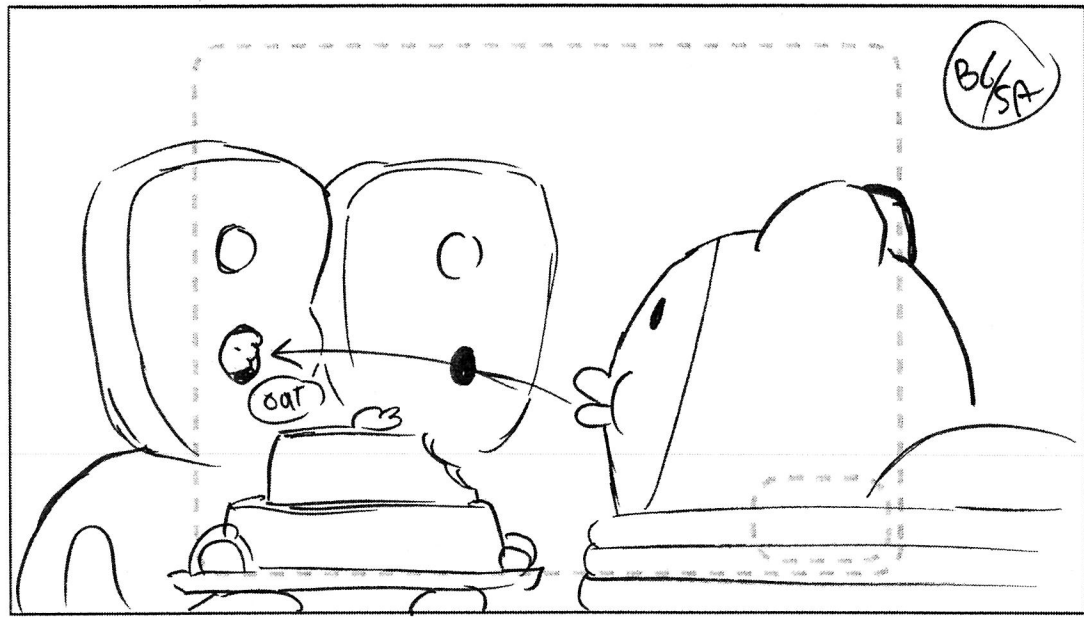
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

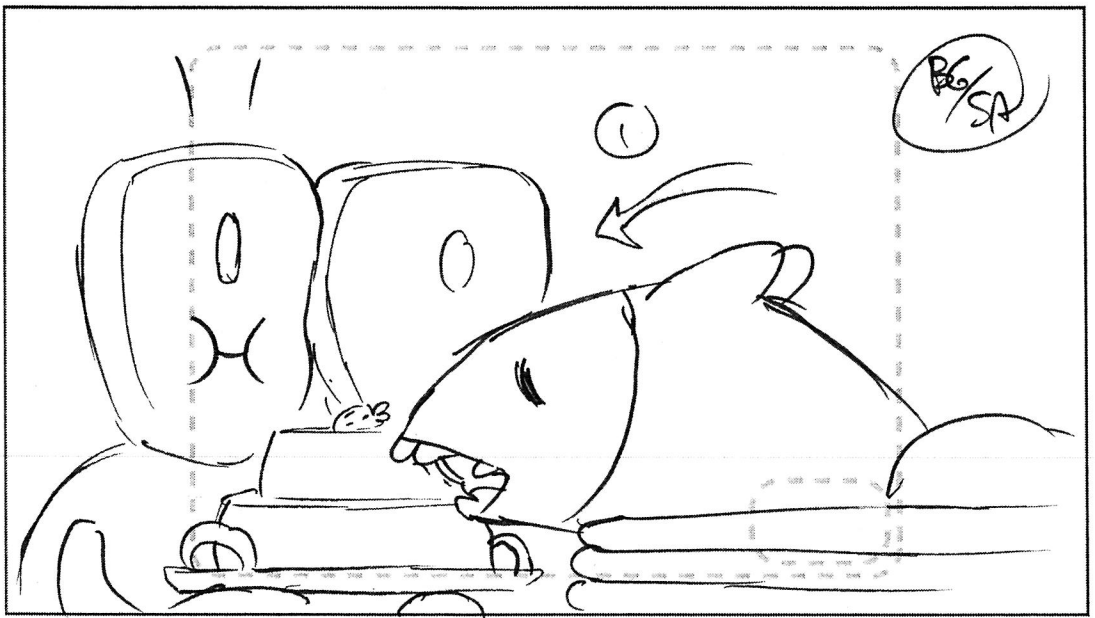
ADVENTURE TIME



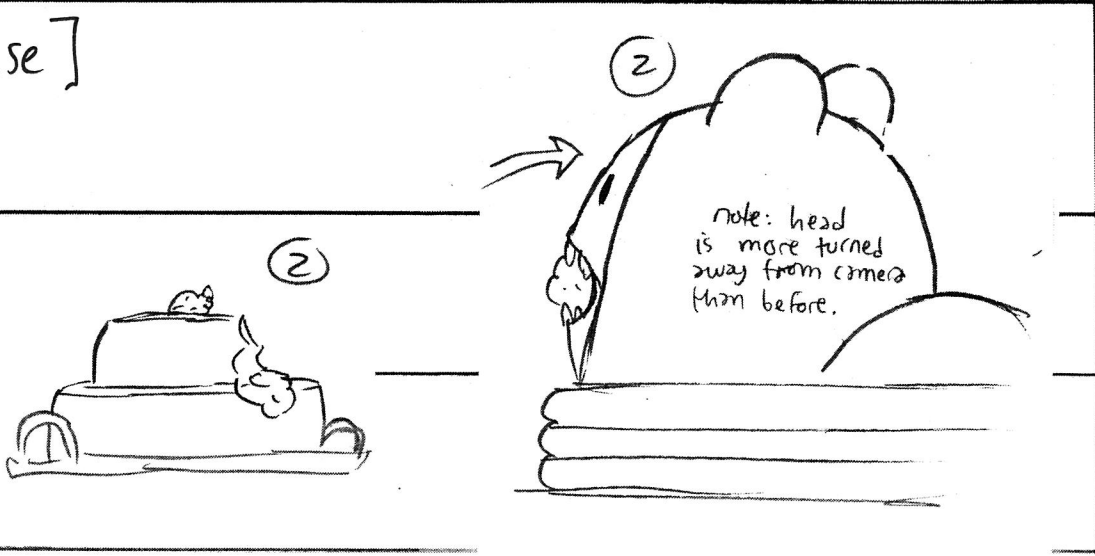
Sc. 157 Pnl. D Bg. day night



Sc. 157 Pnl. E Bg. day night



Dialog:	[reuse]
Action:	
Timing:	



EPISODE #

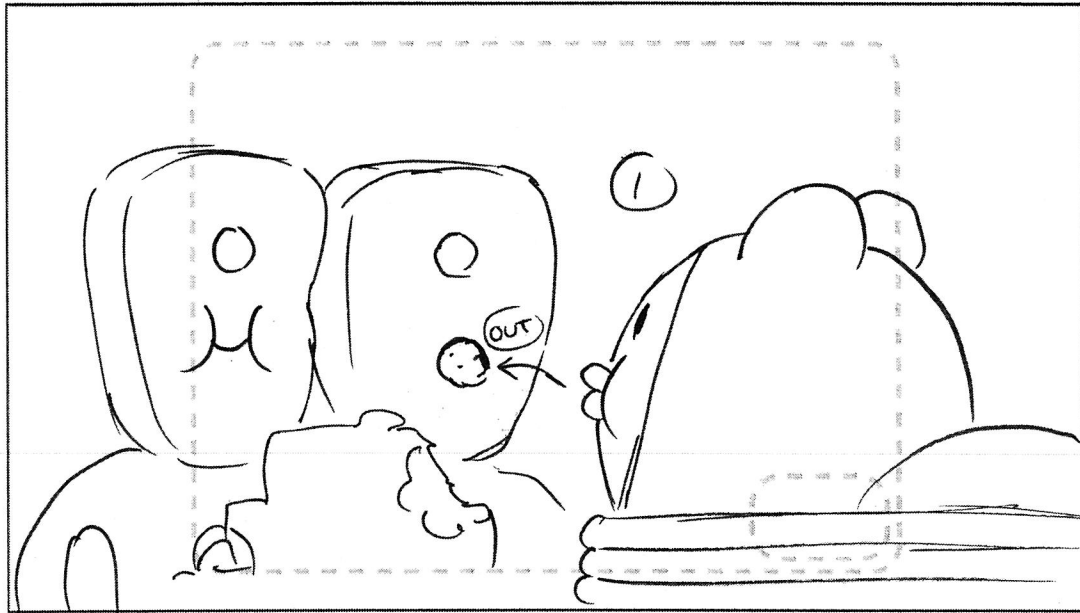
Production :

1025-193

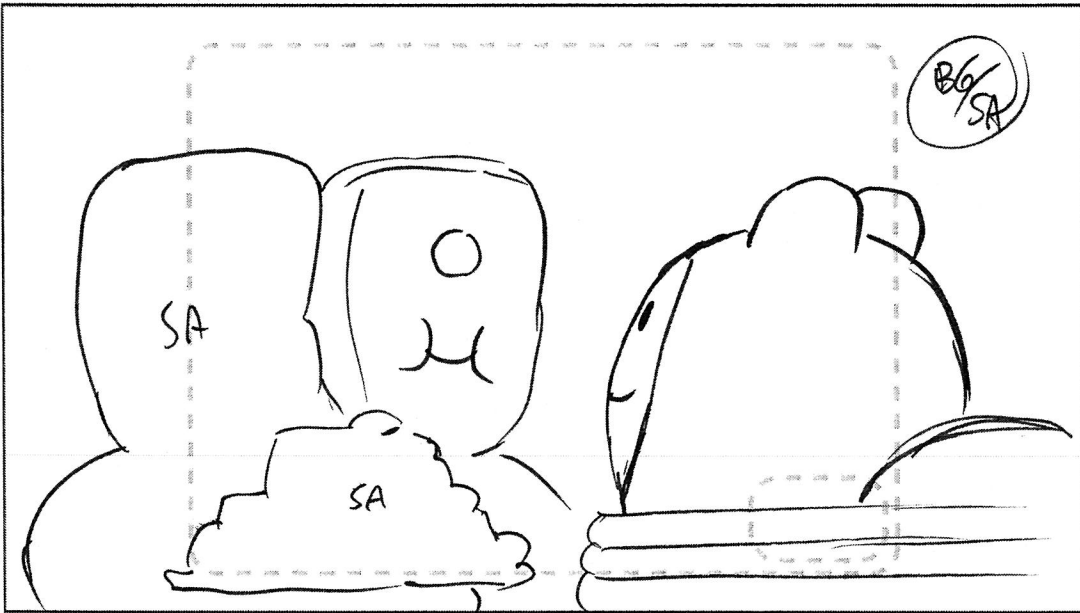
ADVENTURE TIME



Sc. 157 Pnl. F Bg. day night



Sc. 157 Pnl. G Bg. day night



Dialog:	[reuse]
Action:	
Timing:	



EPISODE #

Production :

1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

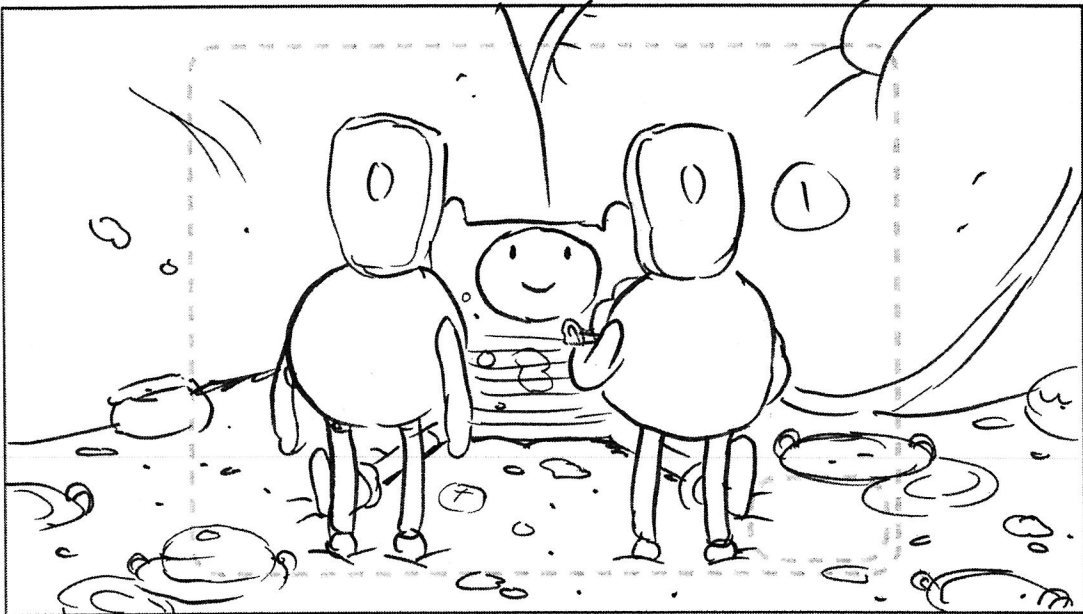
ADVENTURE TIME



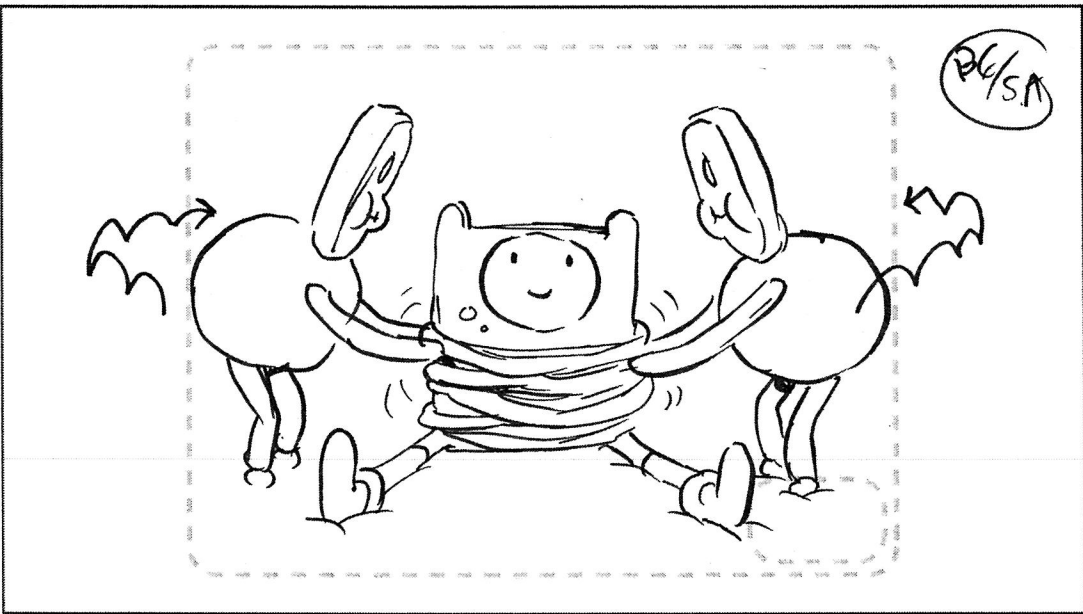
18.3

Page _____

Sc. 158 Pnl. A Bg. day night



Sc. 158 Pnl. B Bg. day night

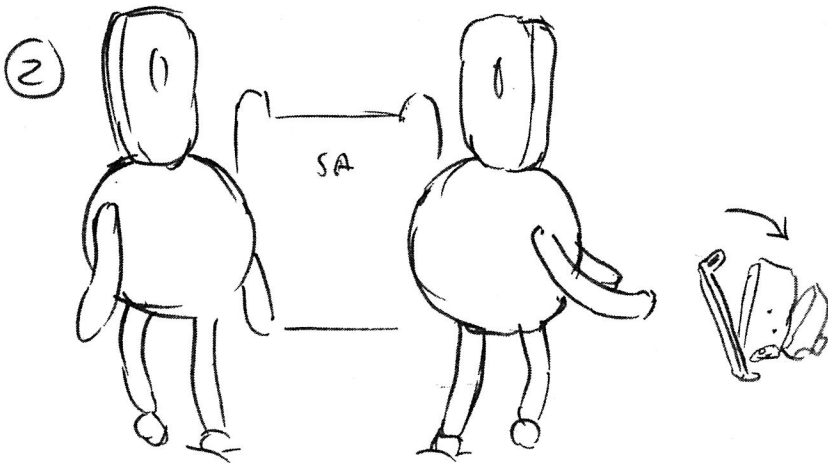


Dialog:

[reuse]

Action:

Timing:



EPISODE #

Production :

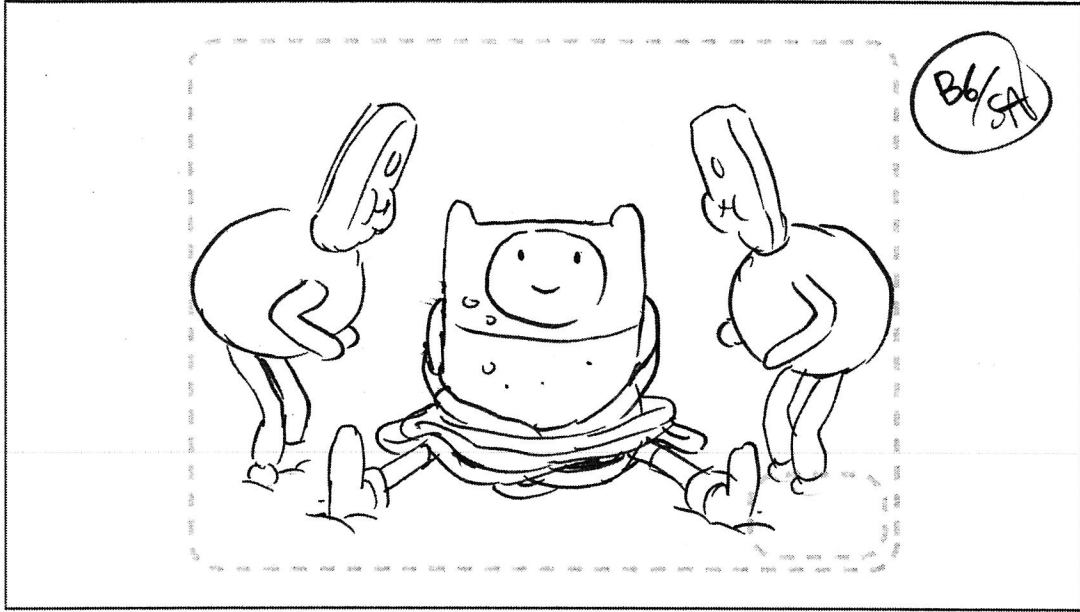
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

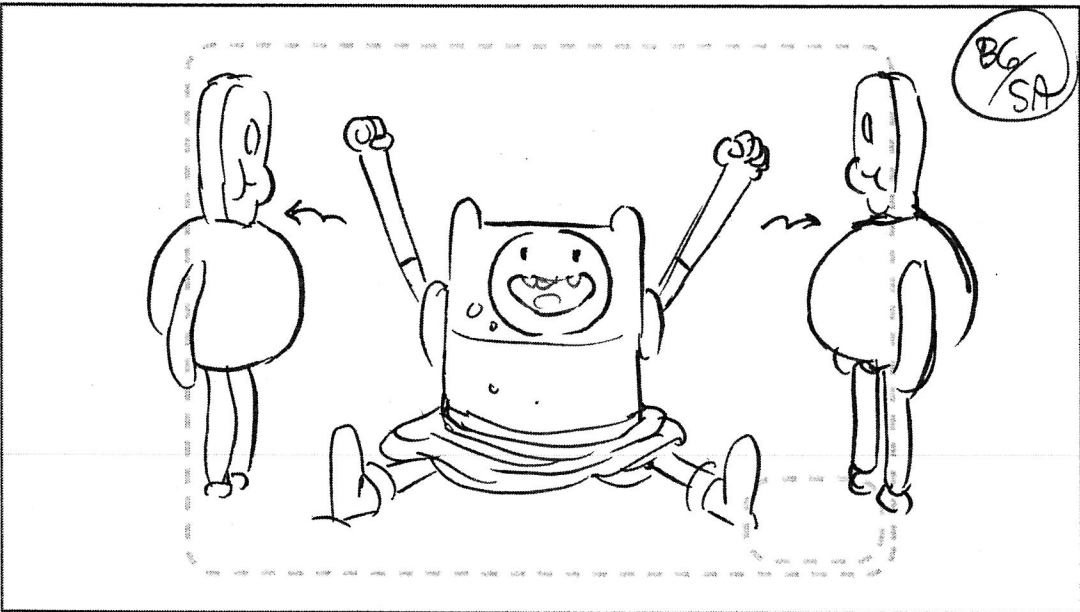
ADVENTURE TIME



Sc. 158 Pnl. C Bg. day night



Sc. 158 Pnl. D Bg. day night



Dialog:	[reuse]	(FINN:) Hā hā! (triumphant)
Action:		
Timing:		

EPISODE #

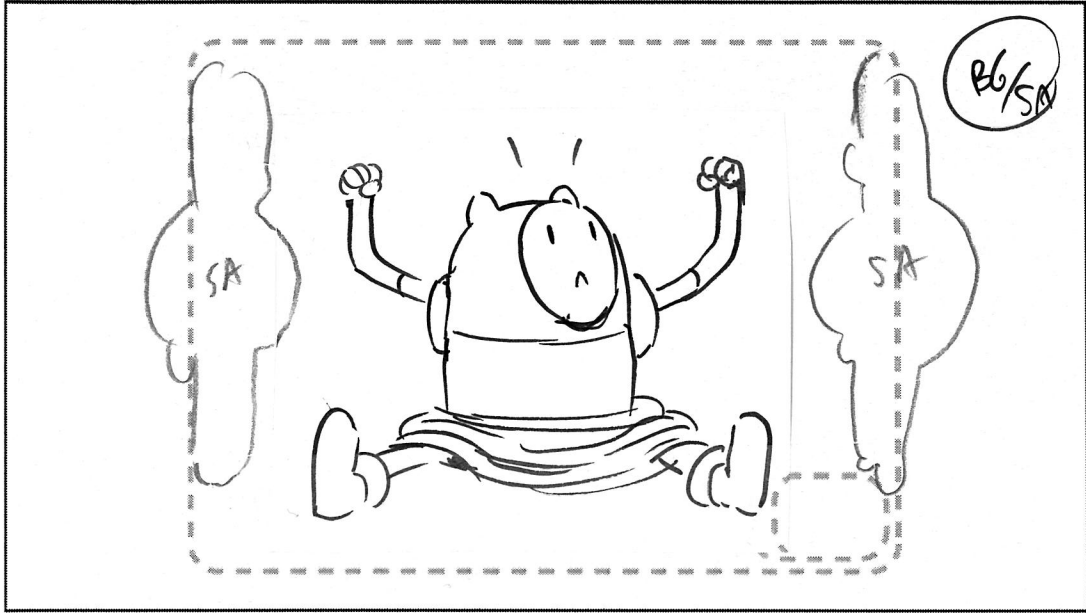
Production :

1025-193

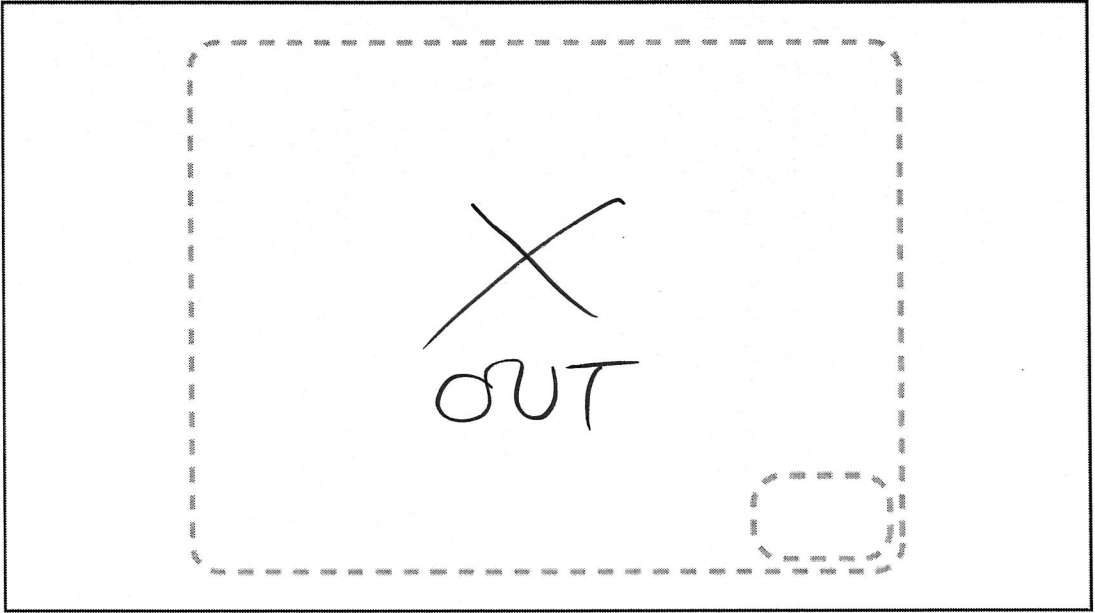
ADVENTURE TIME



Sc. 158 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog: KING HIGE (OS: WHAT THE!!!??

Action:

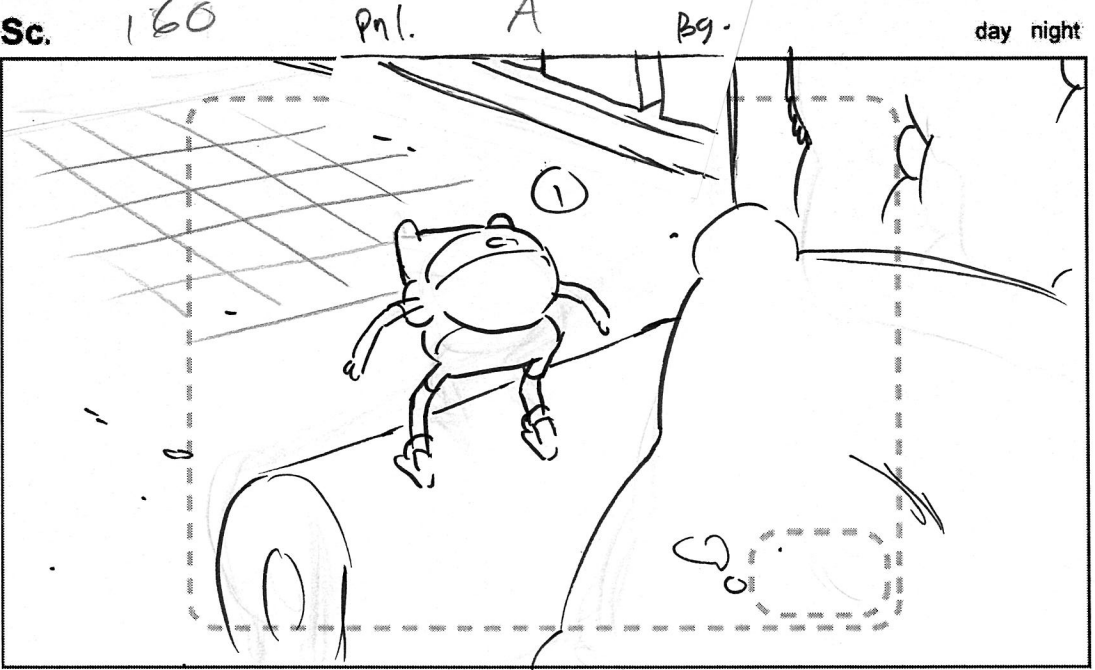
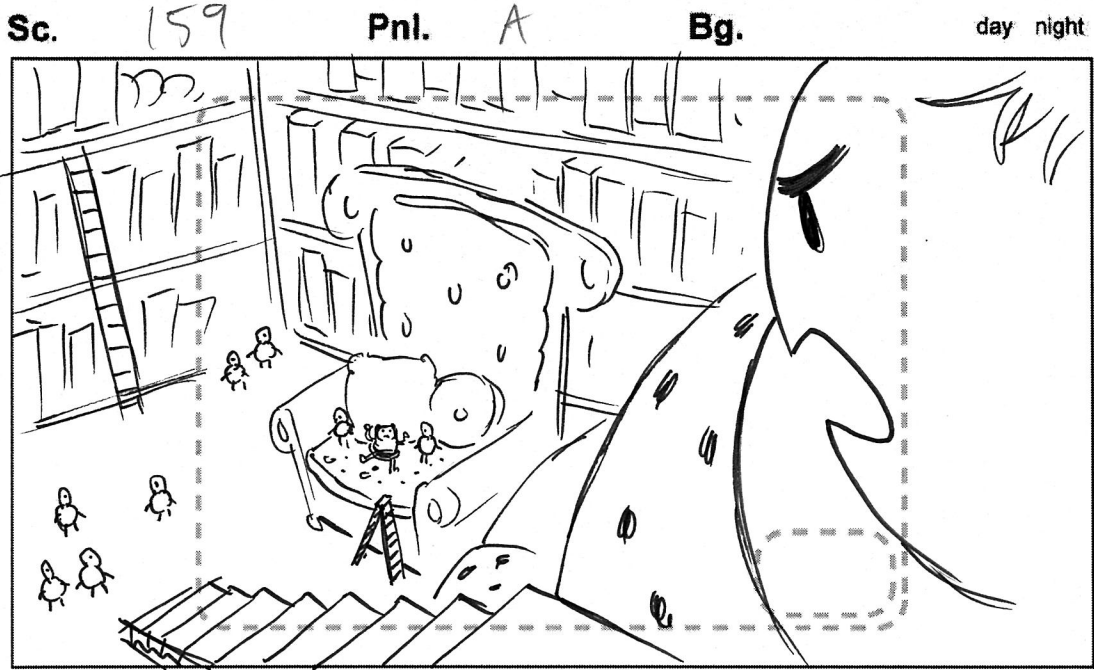
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:

(KH) FOOD BOYZ! SEIZE THE CHILD! —→ (KH) → ① HEY! ②

Action:



Timing:



EPISODE #

1025-193

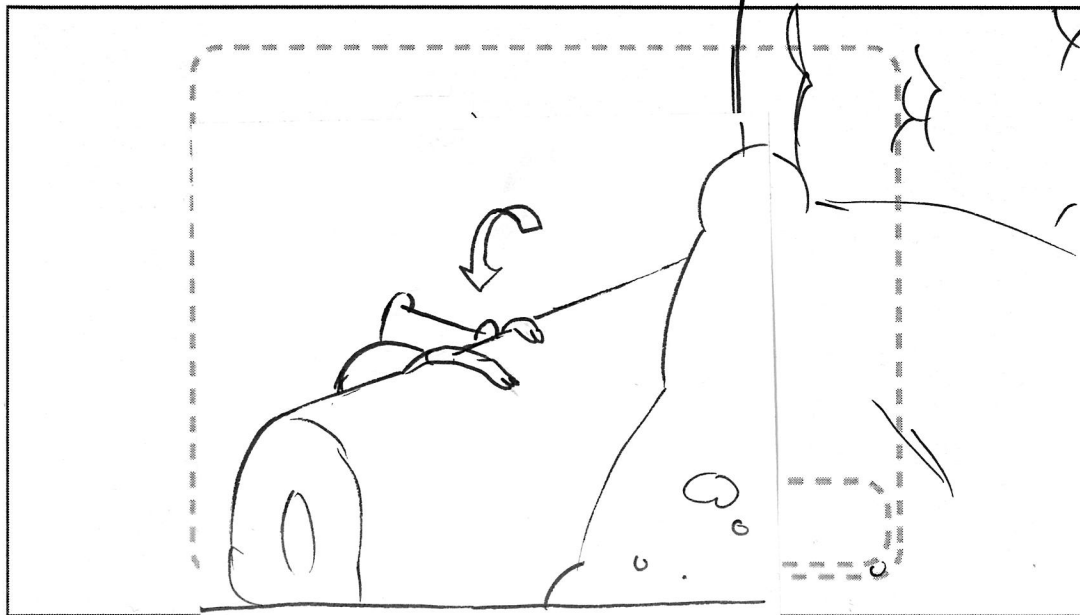
Production :

ADVENTURE TIME

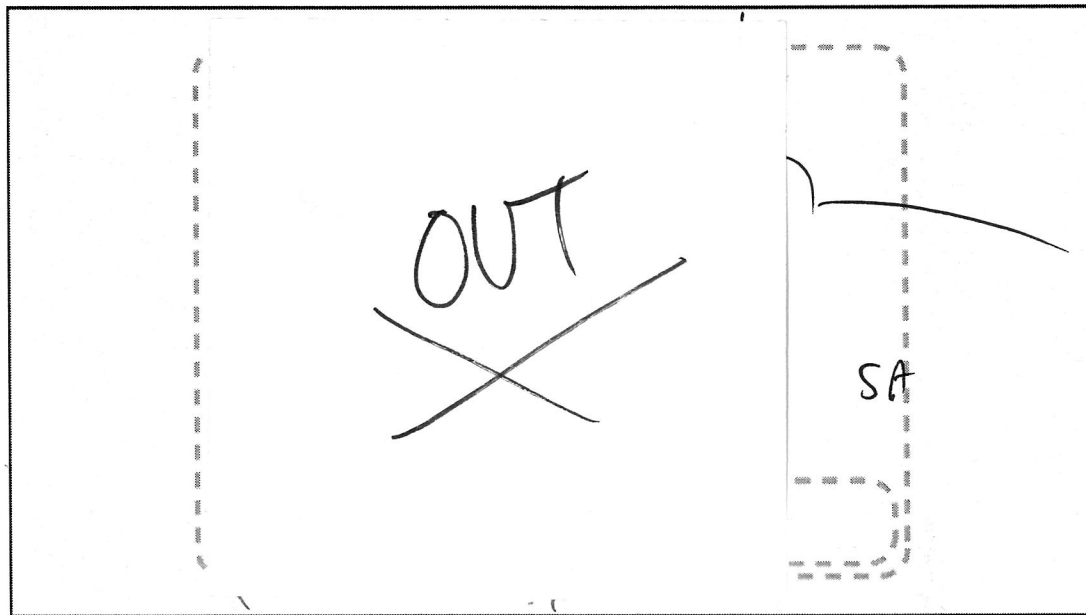


Page 187

Sc. 160 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: (KH:)(OS) GET BACK HERE!

Action: King starts speaking while Finn is in mid-climb

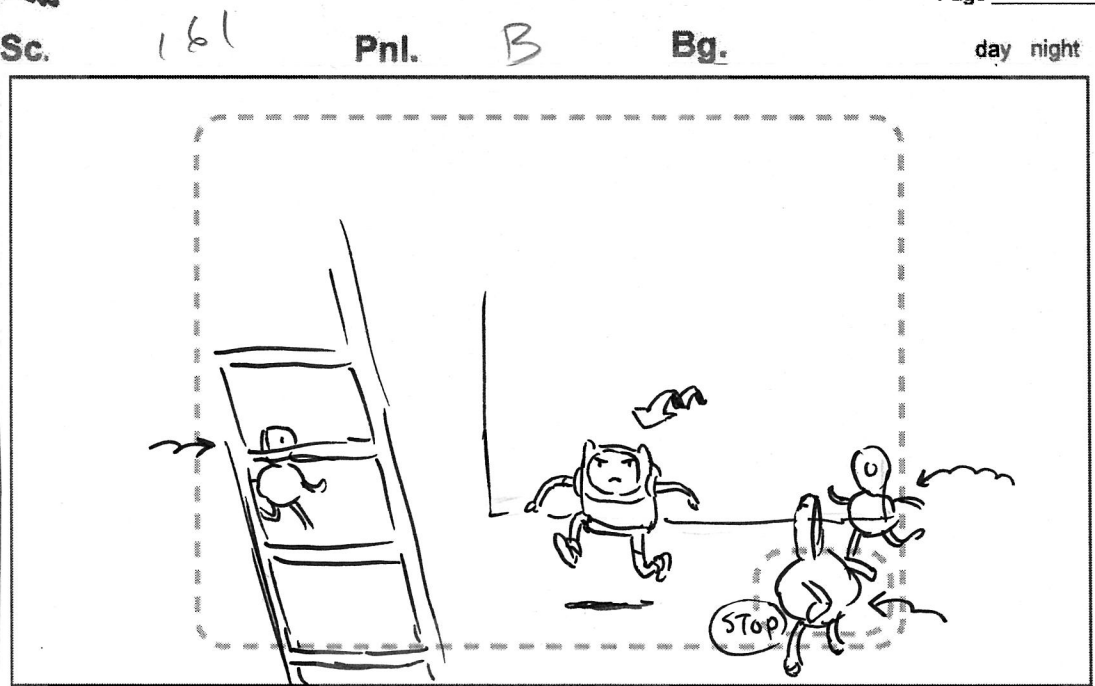
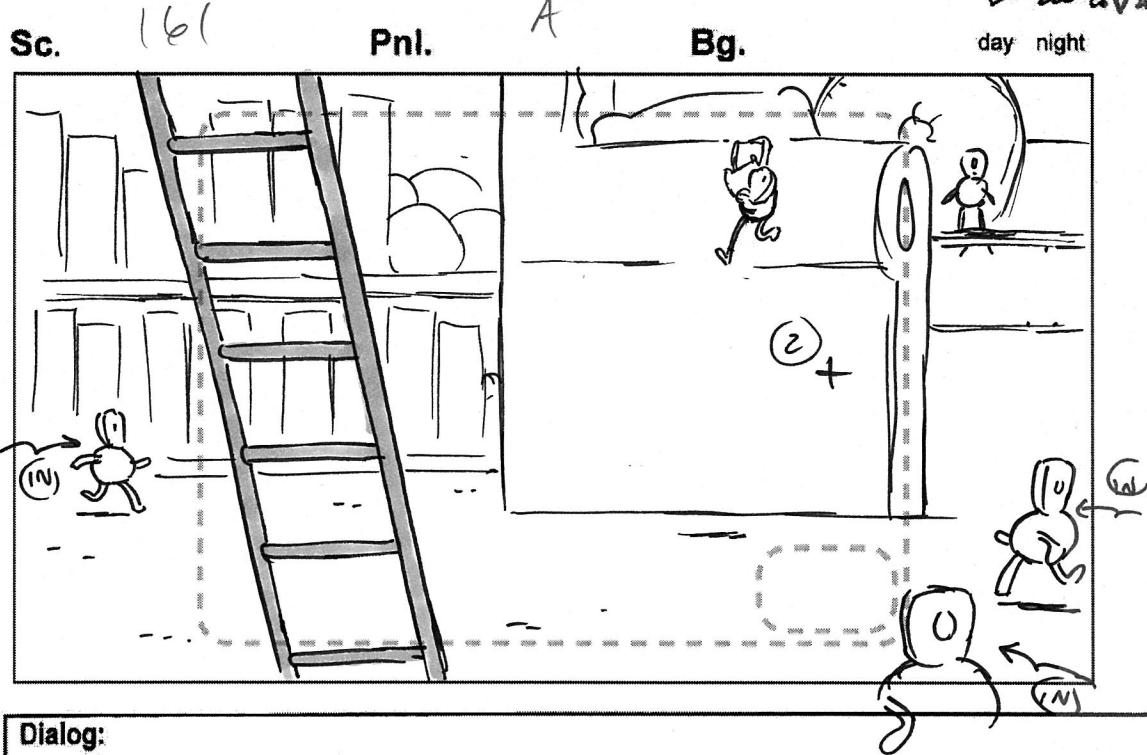
Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:

Ac

Tii



(KH) (OS) Finn!? FINN!!

- Finn splays his legs a bit, then leaps down. His legs slip out when they hit the ground, so he hits his butt.

EPISODE #

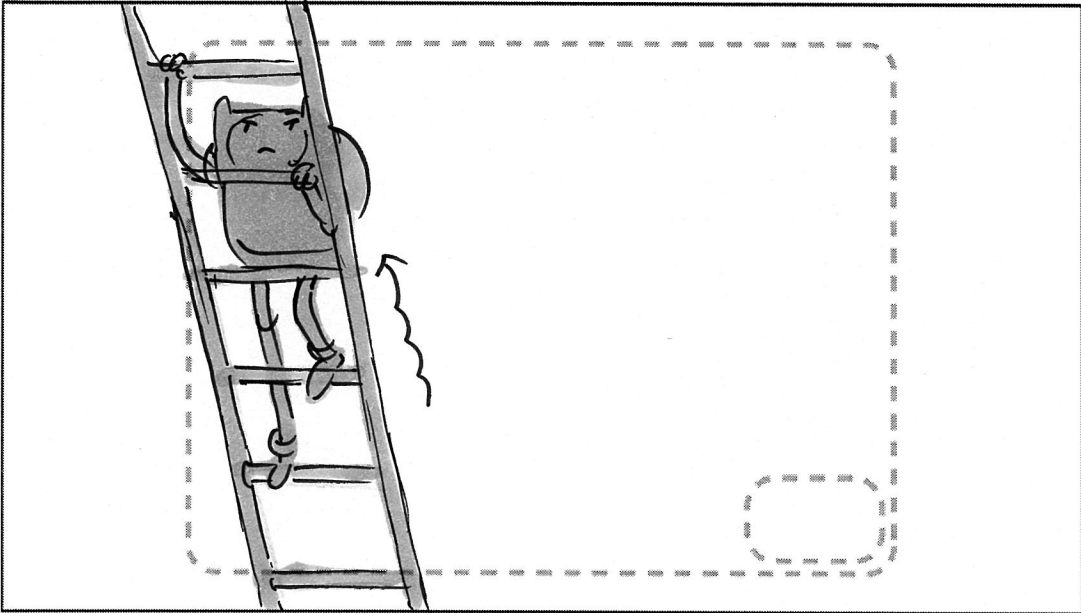
Production :

1025-195

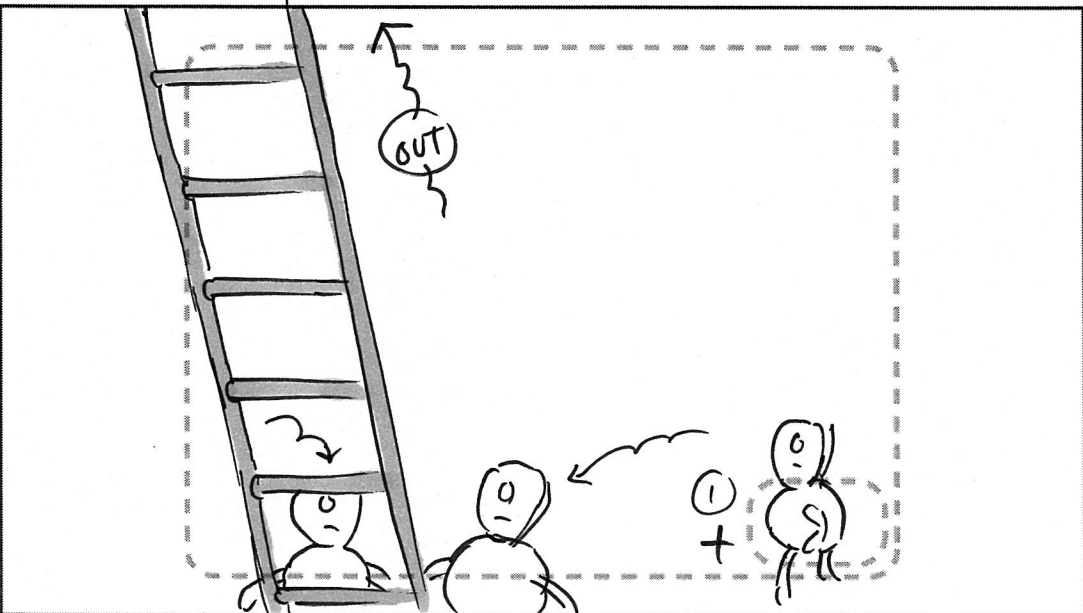
ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. 161 Pnl. D Bg. day night



Dialog:

Action:

Timing:



EPISODE #

Production :

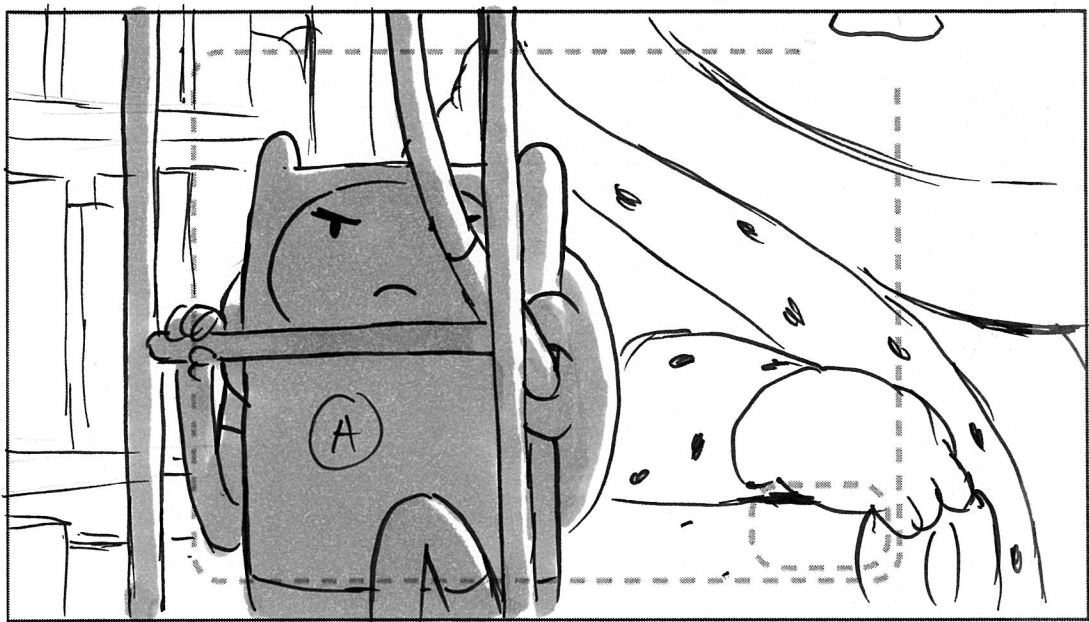
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

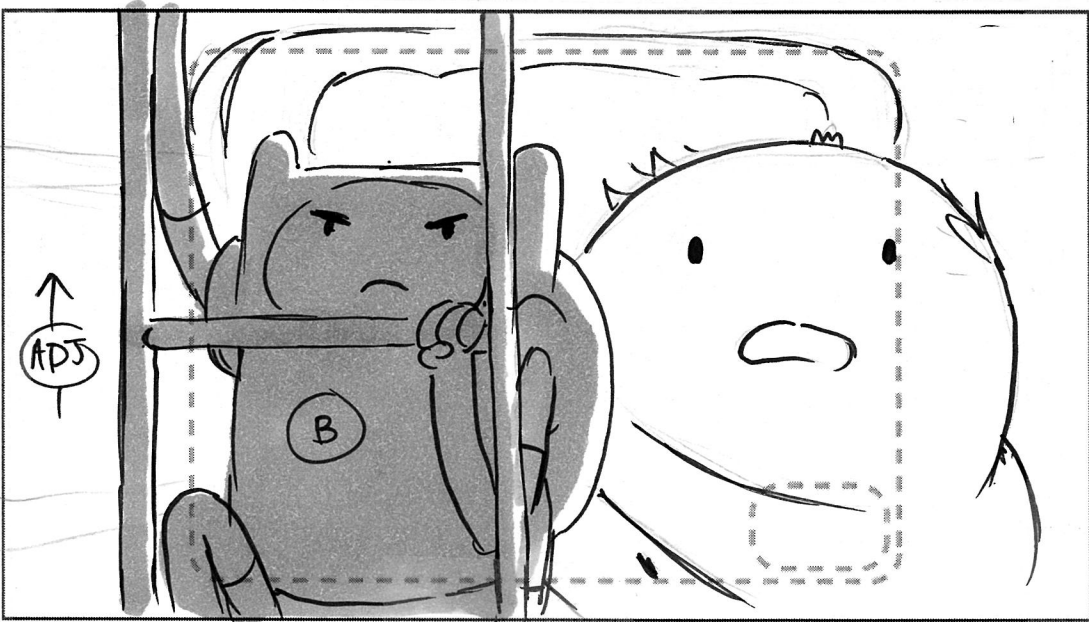
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:	(KH) There's nowhere to run Finn - You know you'll never escape !
Action:	
Timing:	

EPISODE #

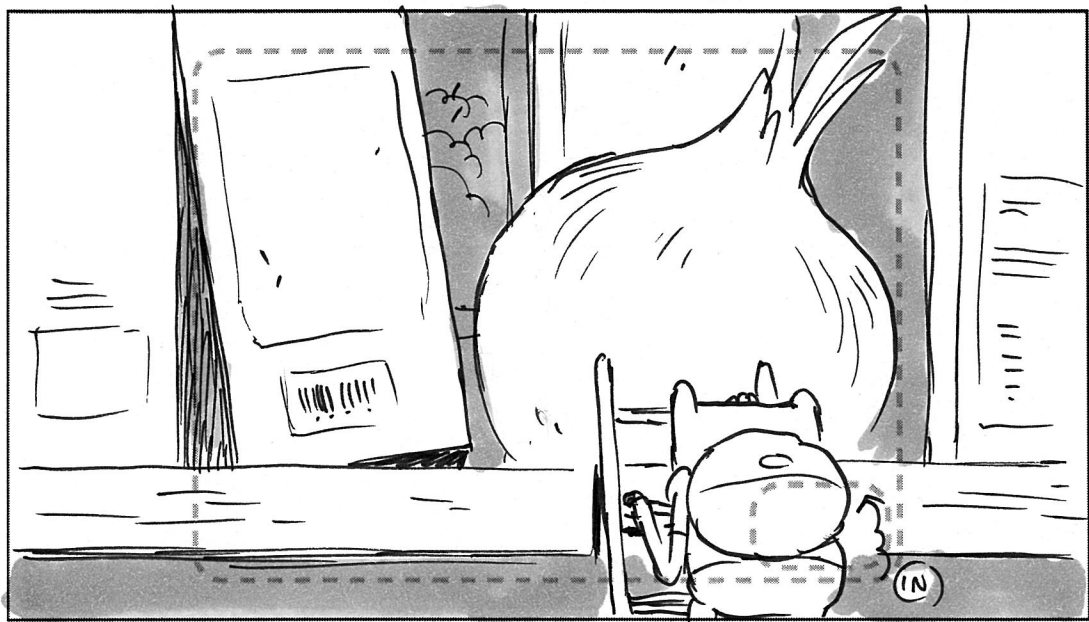
Production :

1025-193

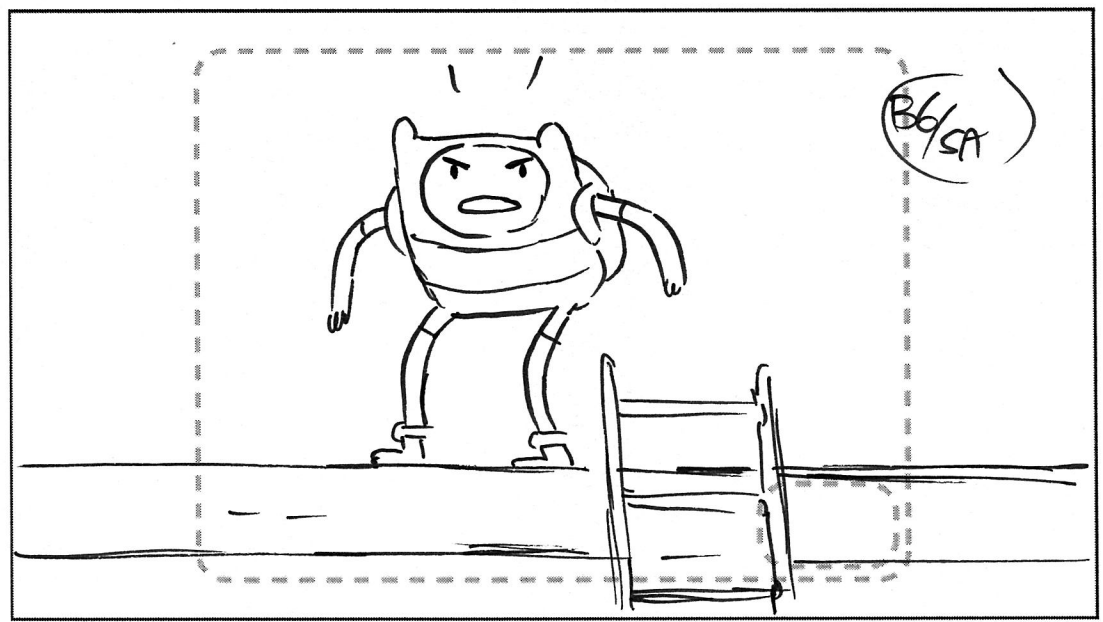
ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



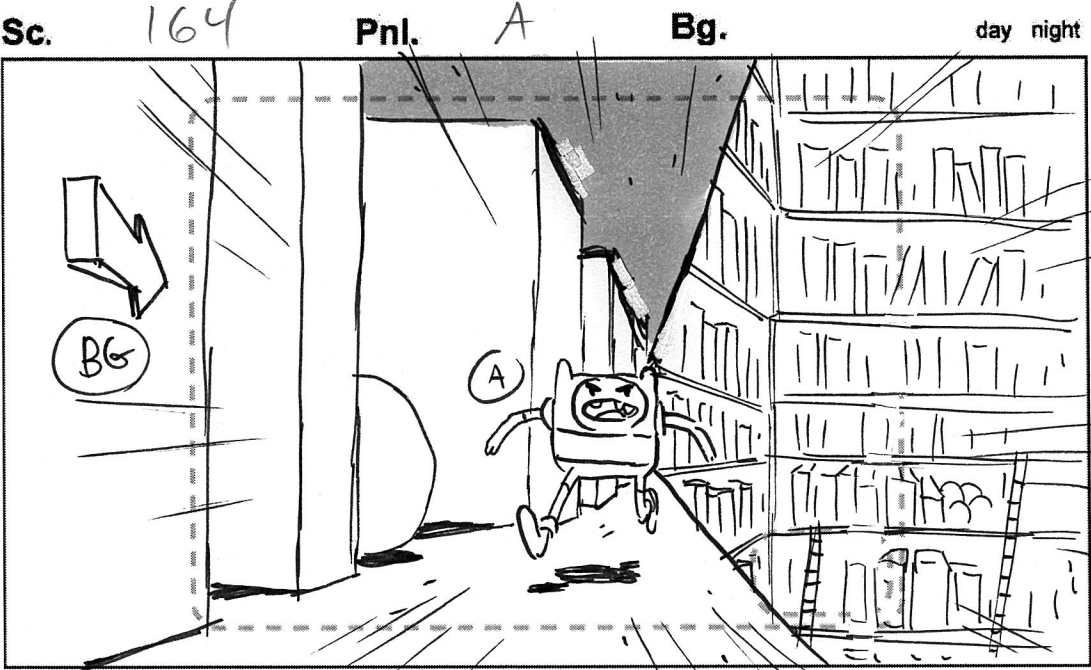
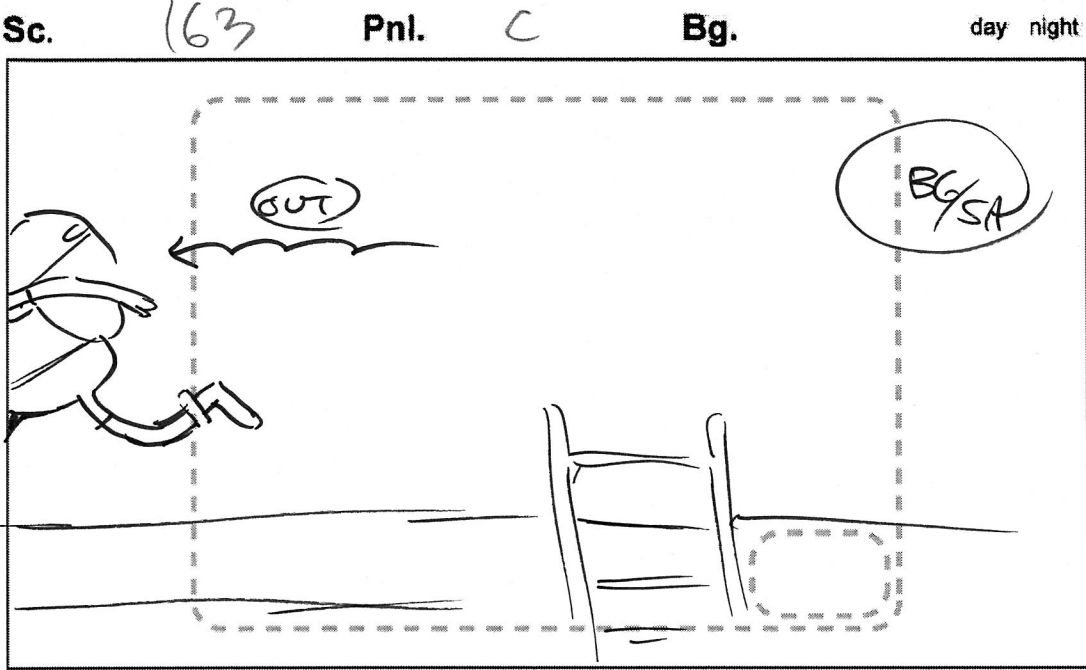
Dialog:	(F:) I'm not trying to escape anymore!
Action:	
Timing:	

EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog: (F:) I'M GONNA MURDER YOUR STUPID CLOCK YOU PSYCHO !

Action:

Timing:

EPISODE #

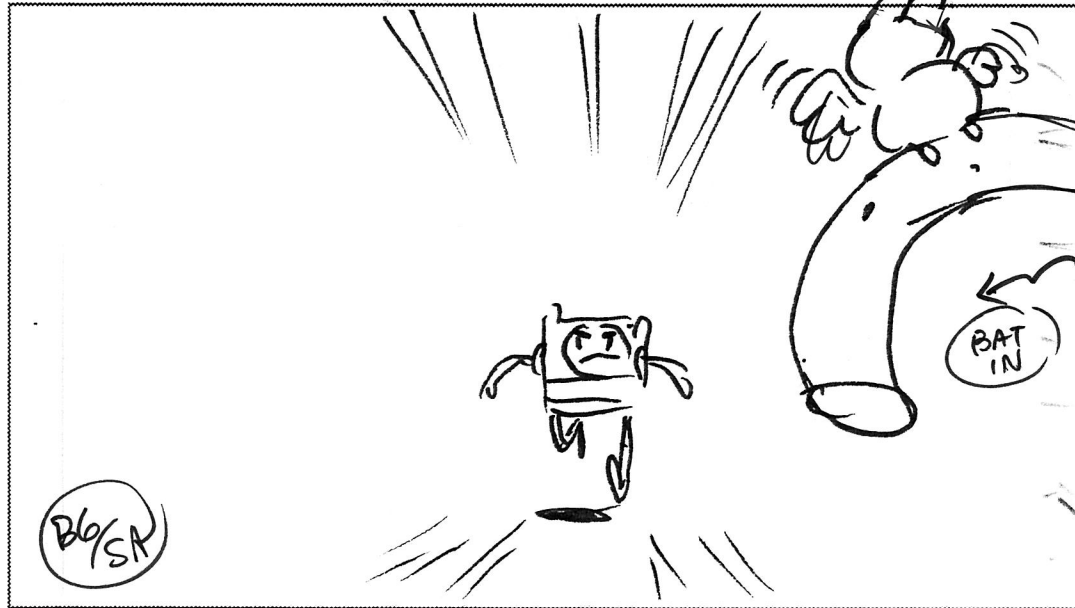
Production :

ADVENTURE TIME



Page 193

Sc. 164 Pnl. B Bg. day night



Sc. 164 Pnl. C Bg. day night



Dialog:

Action: - Chandelier bat quickly flies into shot and bumps into Finn's face. Finn, focused on his goal, impatiently shoves bat away.

Timing:



EPISODE #

Production :

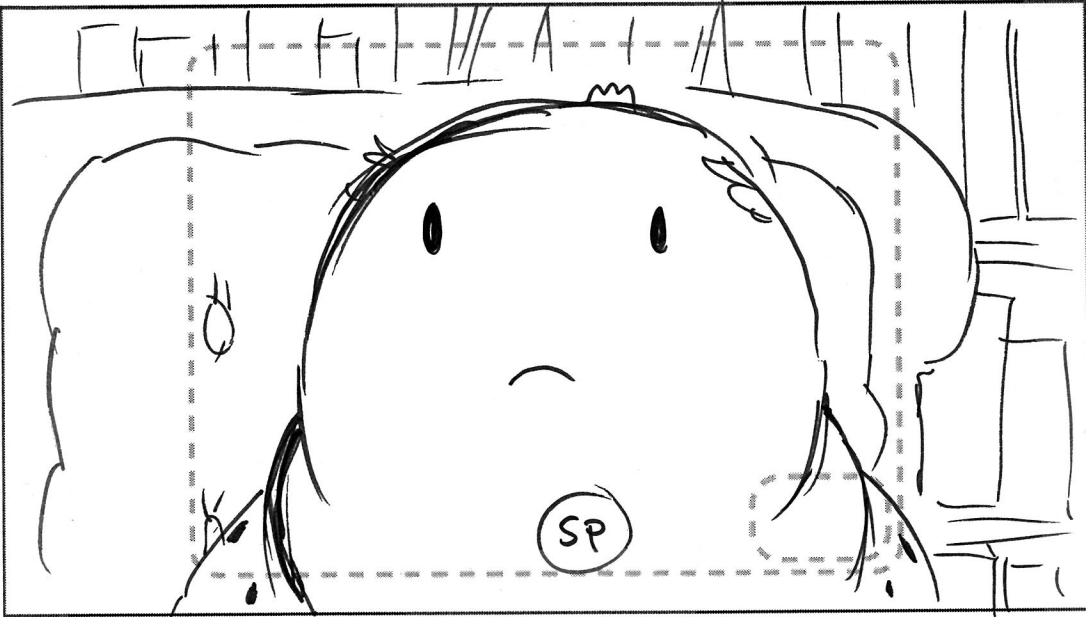
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 165 Pnl. A Bg. day night



Sc. 165 Pnl. B Bg. day night



Dialog:	(KH) BWAAHH ?!!!? NO!!
Action:	
Timing:	

EPISODE #

Production :

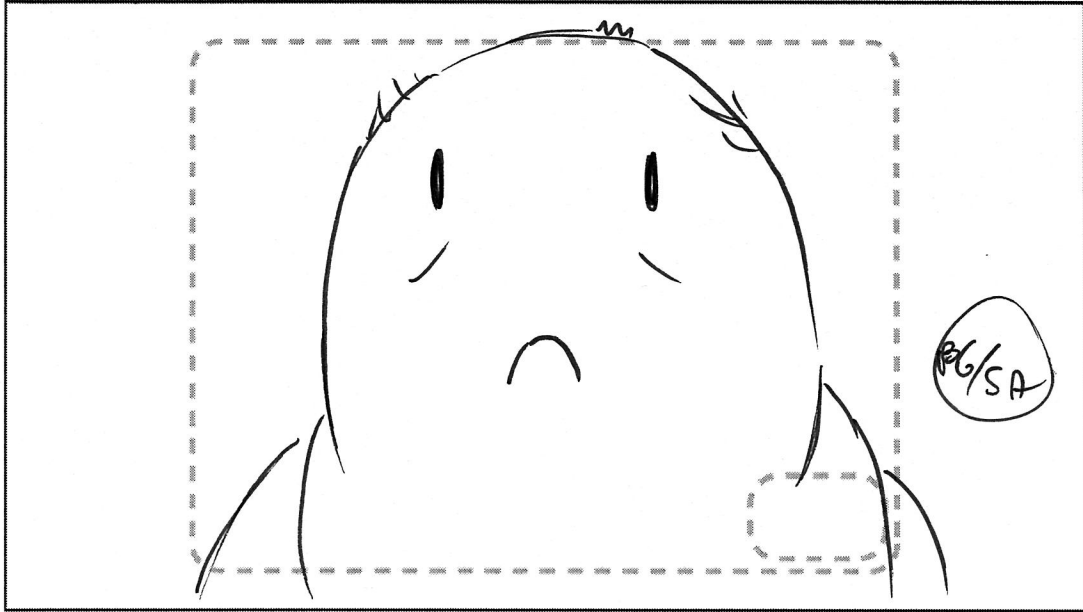
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

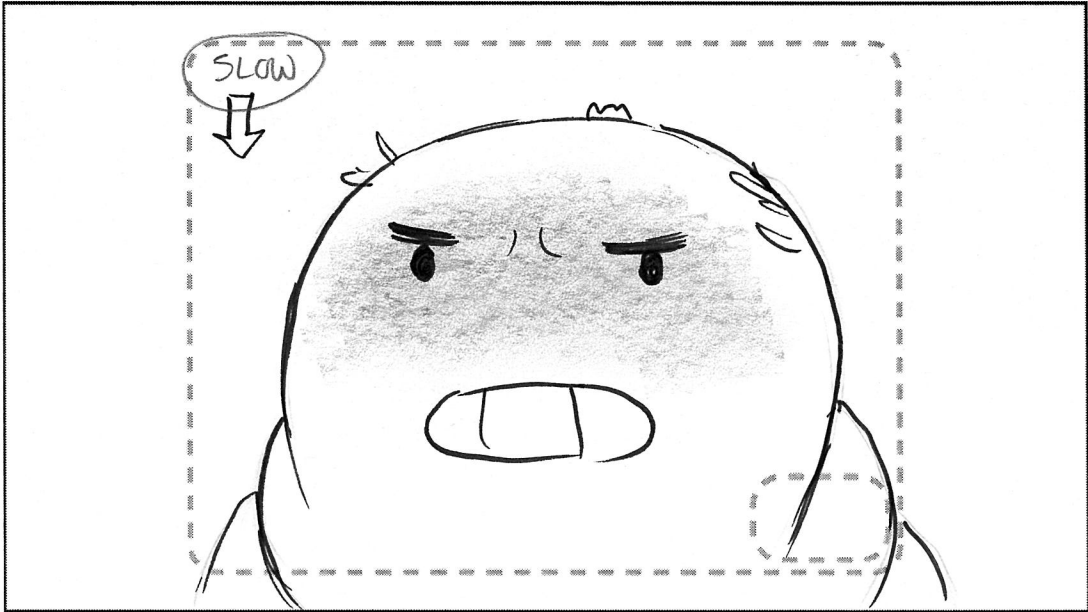
ADVENTURE TIME



Sc. 165 Pnl. C Bg. day night



Sc. 165 Pnl. P Bg. day night



Dialog:	(FINN) (OS) YUP!	(KH) GHRRR R R R RR→
Action:		
Timing:		

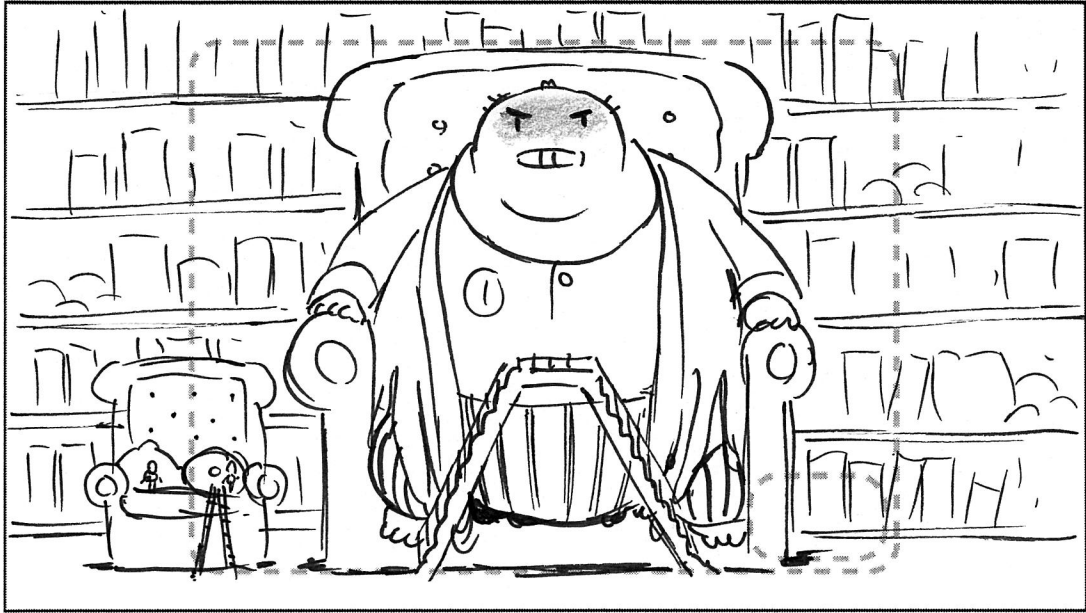
EPISODE #

Production :

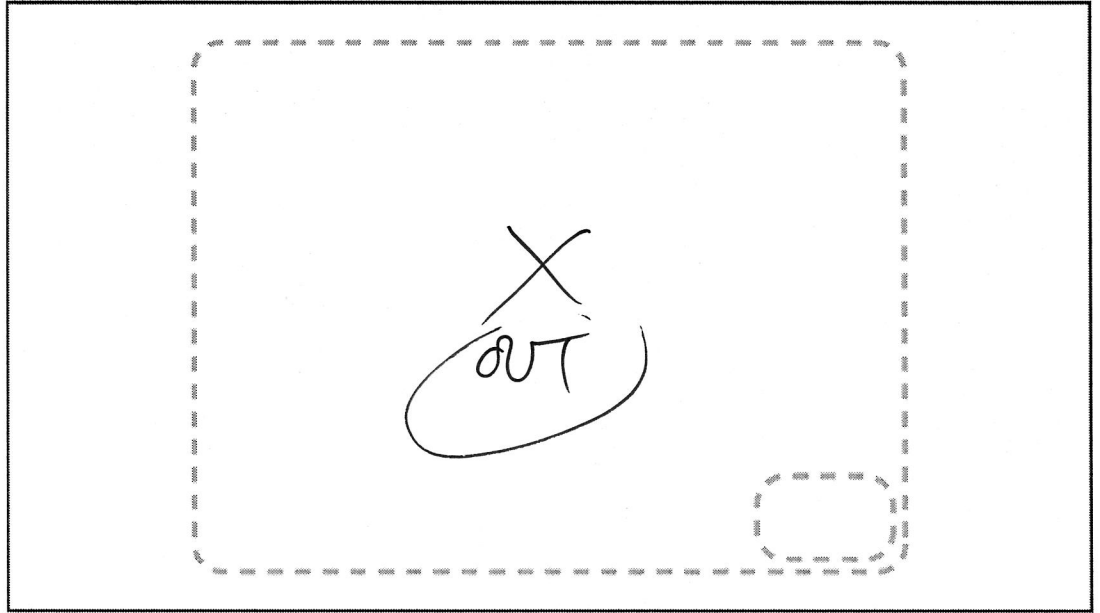
ADVENTURE TIME



Sc. 166 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(KH) → RRRRRRRR RRR RRR R
Action:	
Timing:	



- King Huge struggles to stand.

EPISODE #

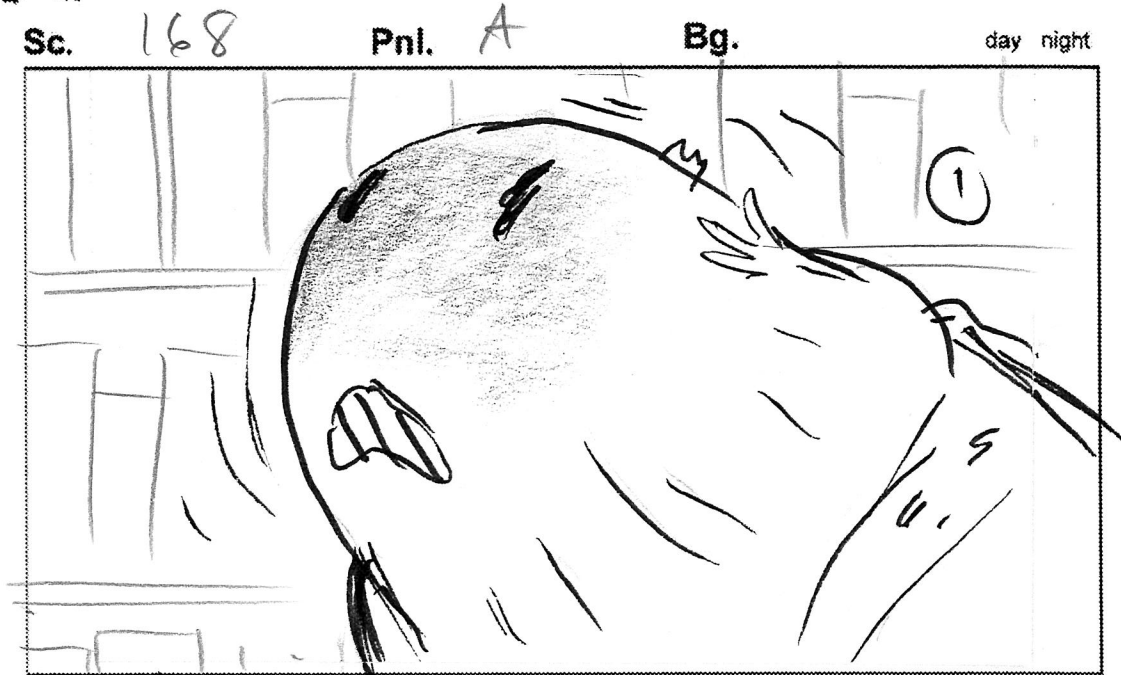
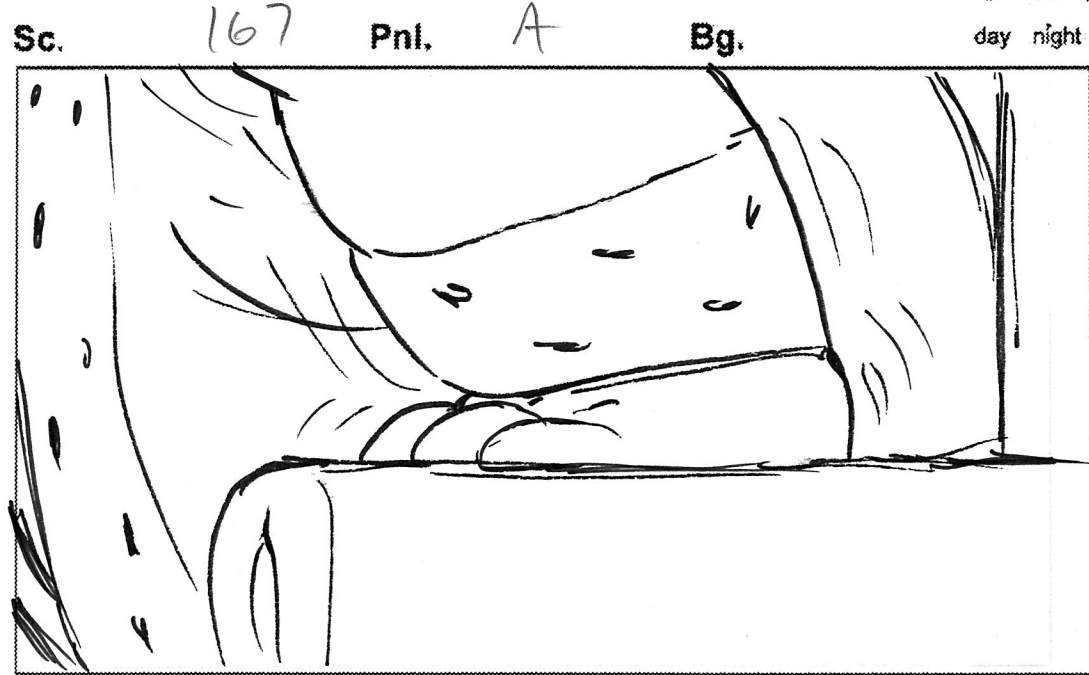
Production :

ADVENTURE TIME



197

Page _____



Dialog:

(KH:) RRRRR

Action:

- King struggles to stand.

Timing:

(KH:) GNNYYHHH!! →

EPISODE #

Production :

1025-193

ADVENTURE TIME



Page 198

Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night



Dialog:

(KH) NYYYHH UNNNGHHH... NYHHHH

Action:

- struggling to stand, King Hugs stretches his neck forward.

Timing:

EPISODE #

Production :

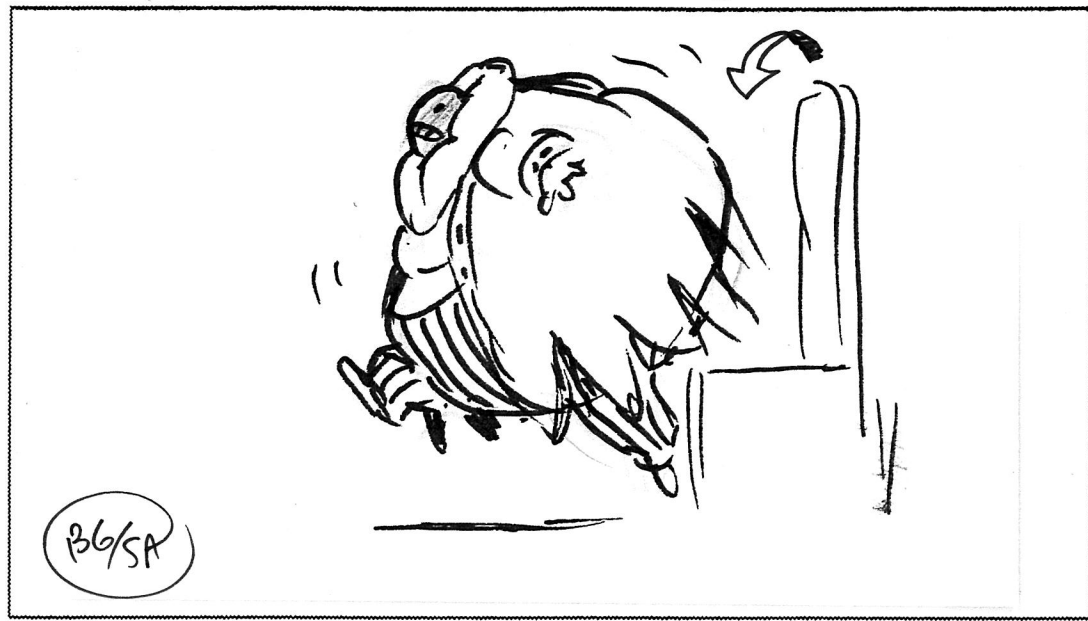
1025-193

© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be copied, reproduced, or used in any manner, except for production purposes, and may not be sold or transferred.

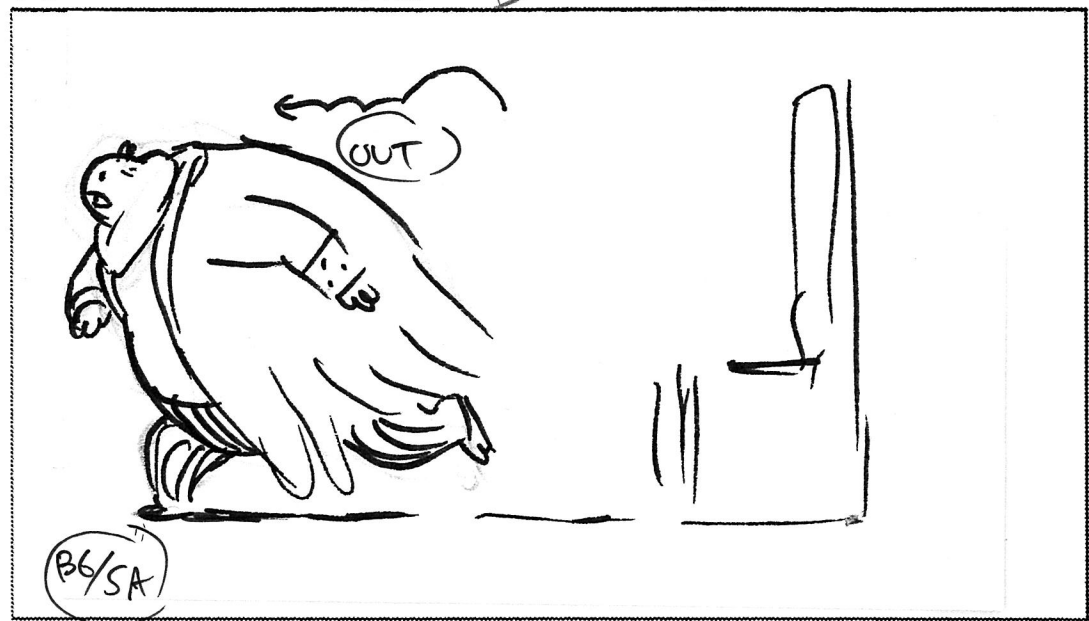
ADVENTURE TIME



Sc. 169 Pnl. C Bg. day night



Sc. 169 Pnl. D Bg. day night



Dialog:	(KH) → NY * GRUNT * → * Heavy/exhausted running sounds *
Action:	
Timing:	

Production :

EPISODE #

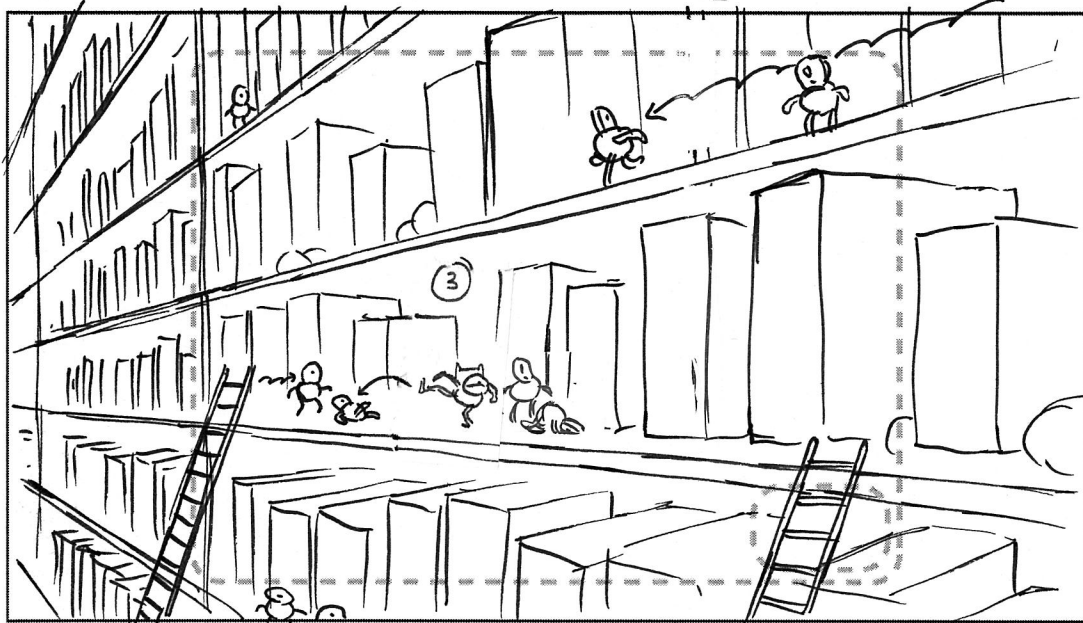
1025-193

ADVENTURE TIME

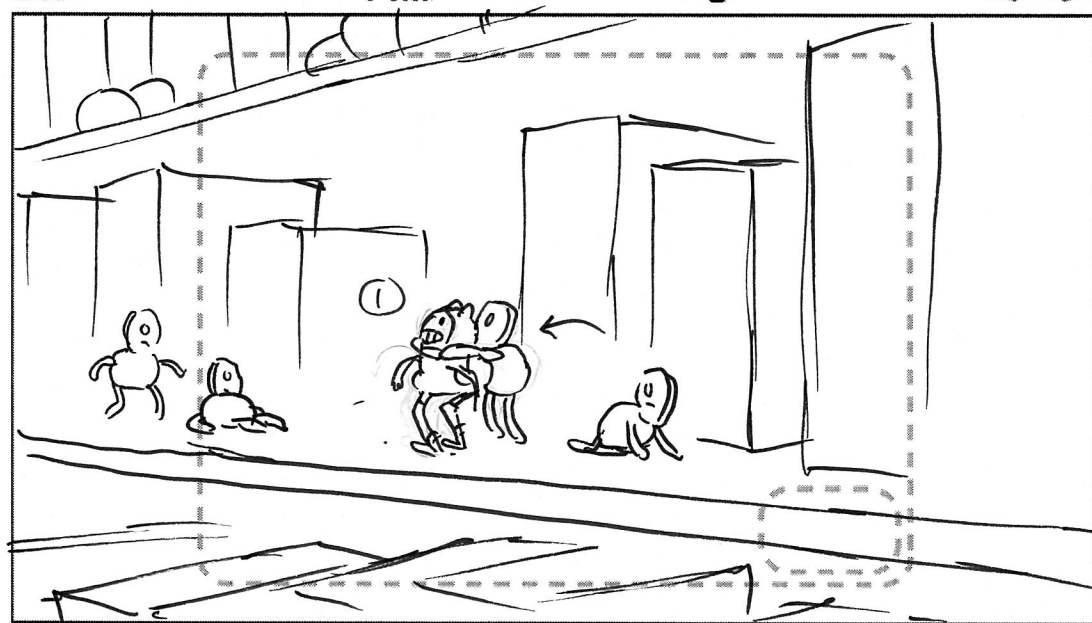


Page 200

Sc. 170 Pnl. A Bg. day night



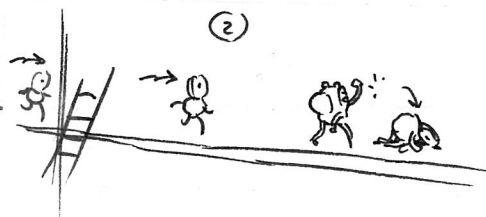
Sc. 170 Pnl. B Bg. day night



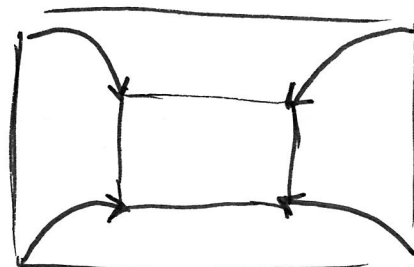
Dialog:

Finn kicks and punches food boys.

Action:



Timing:



Approx. 200%
enlarge

- Food Boy chokes
Finn

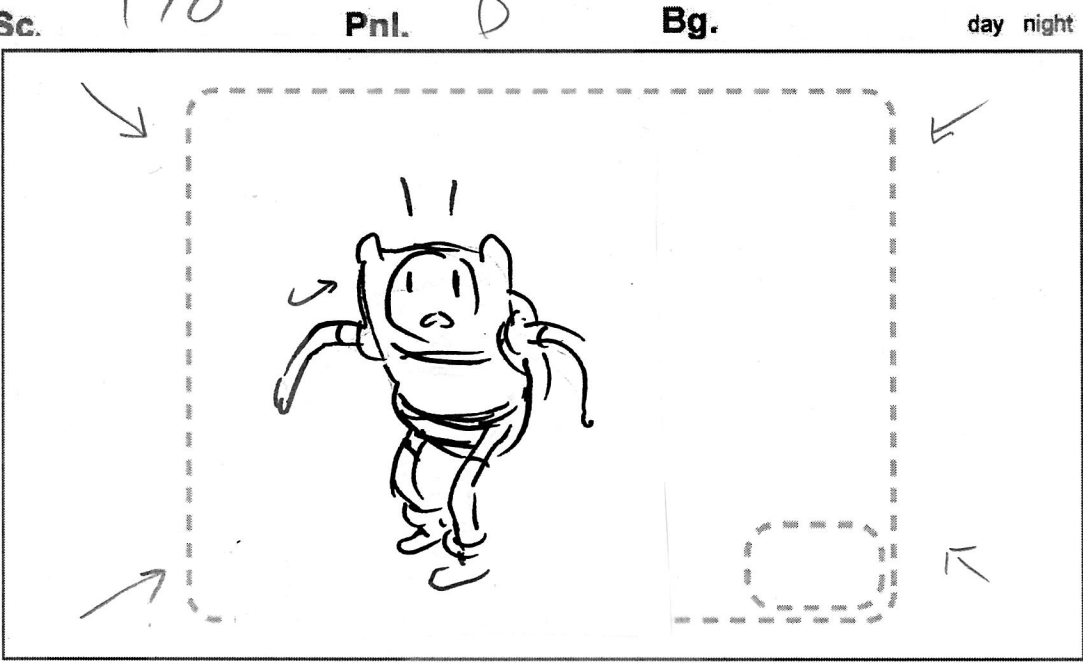
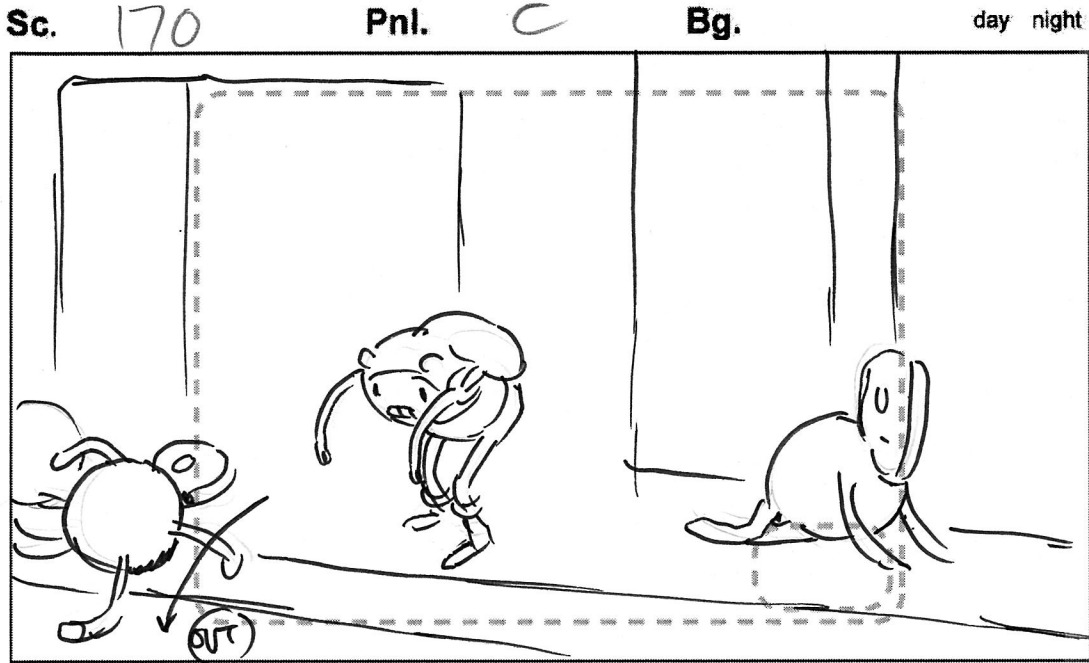


EPISODE #

Production :

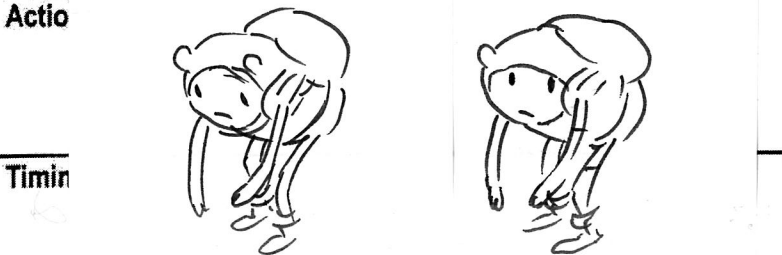
1025-193

ADVENTURE TIME

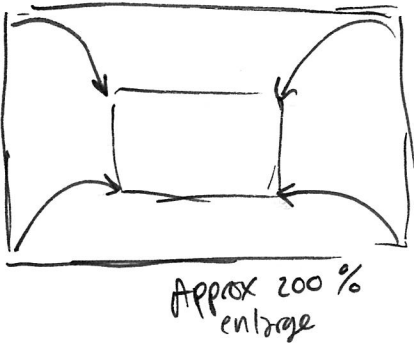


Dialog:

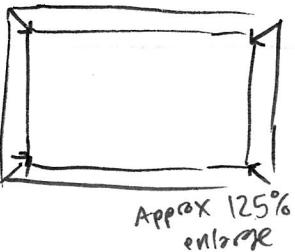
- Finn throws Food boy over his shoulders.



Timin



- Finn sees King Huge approaching

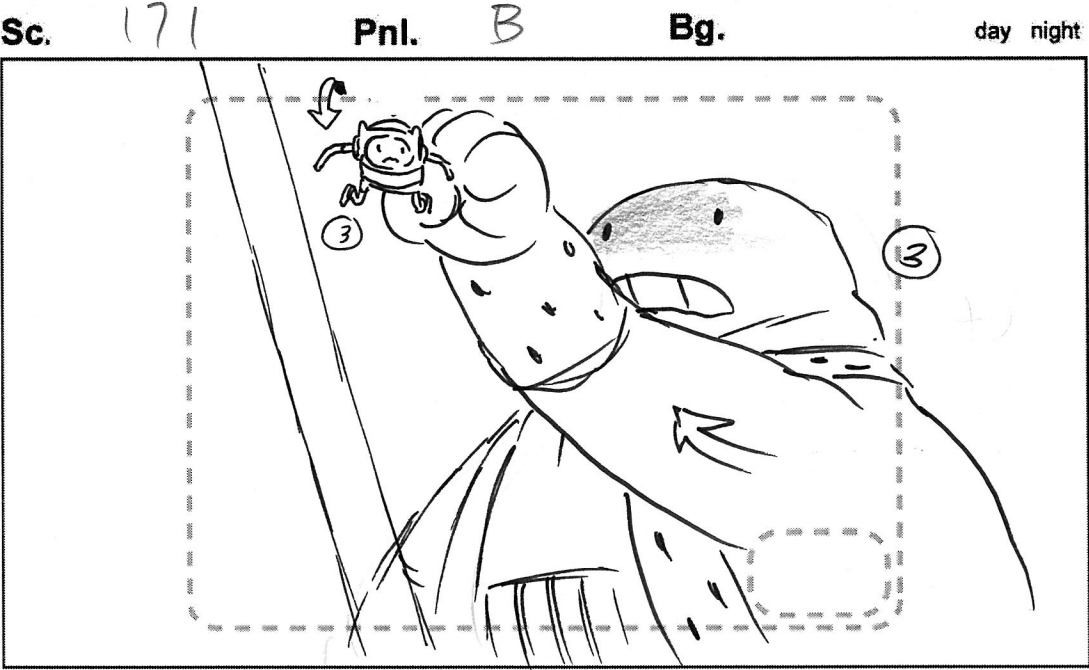
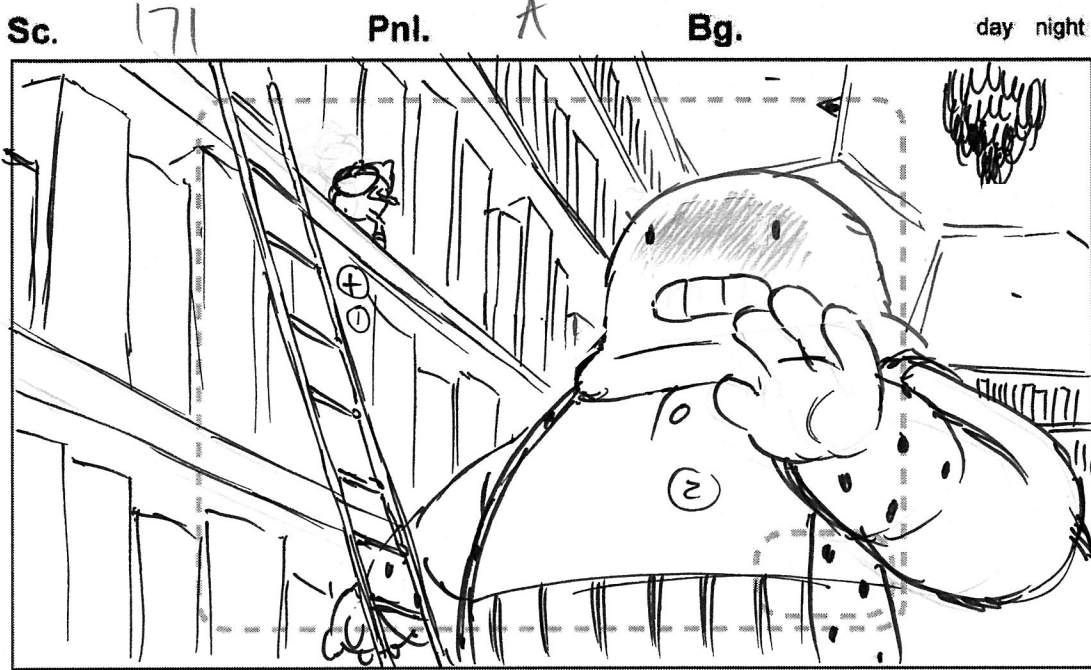


EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:

Action

Timing



-Finn leaps from shelf, avoiding King's grasp.



EPISODE #

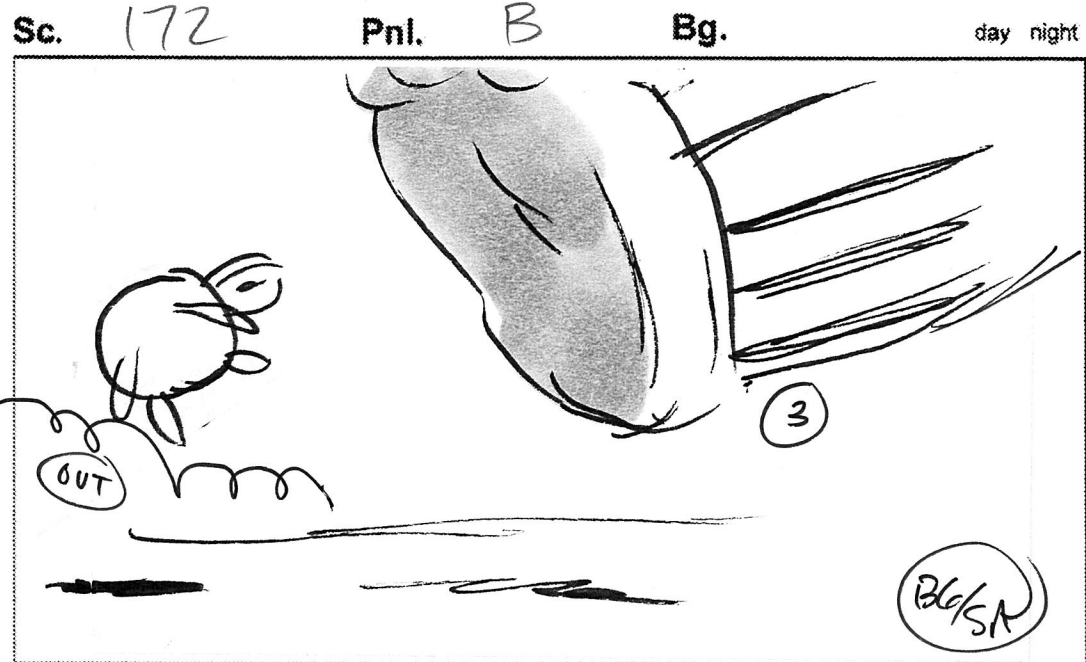
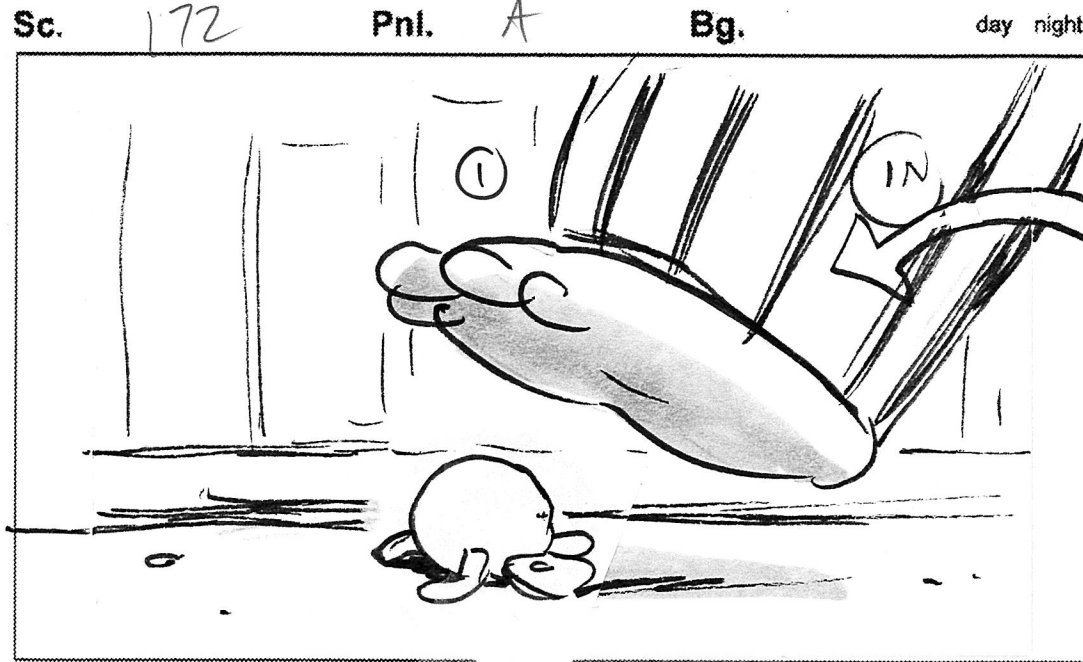
Production :

1025-193

ADVENTURE TIME



Page 203



Dialog:	(KH) (OS) WHAA OOH →
Action:	
Timing:	- King Huge slips on a Food boy.



1025-193

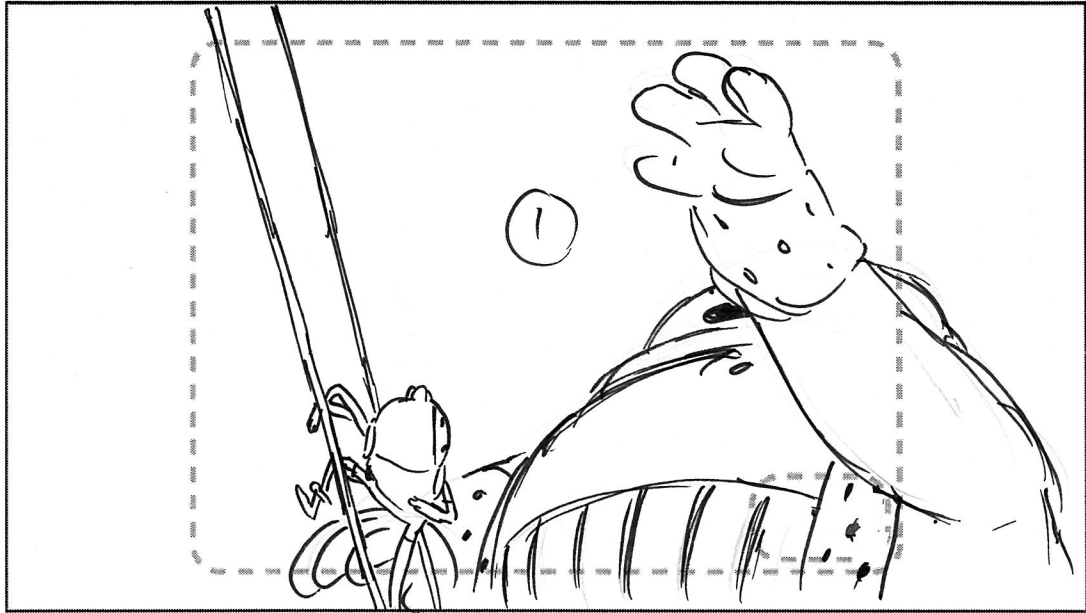
EPISODE #

Production :

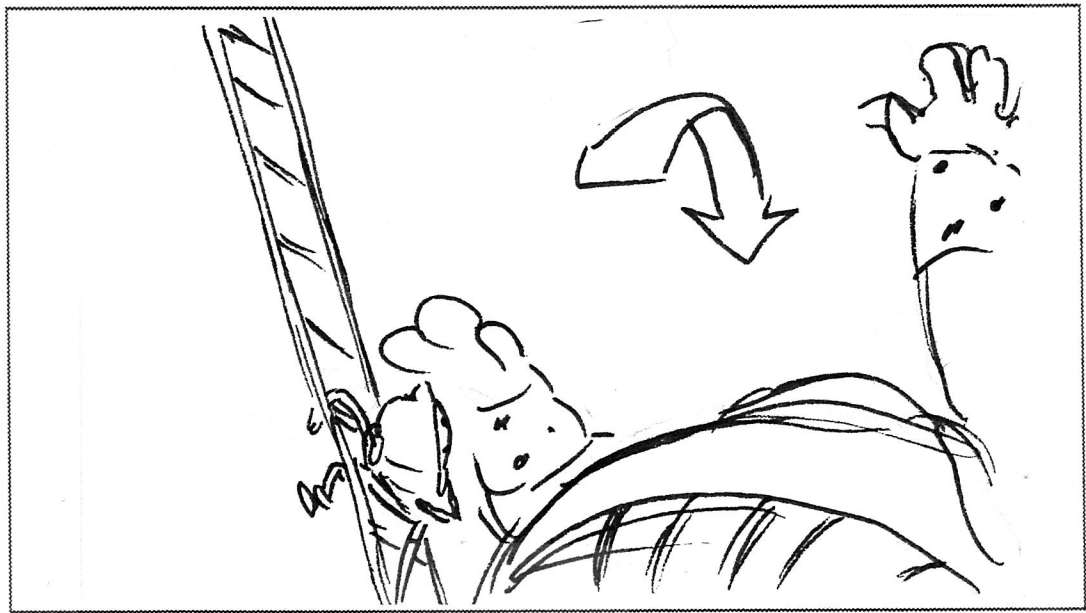
ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	(KH:) Y A A A H H H H H . . .
Action:	-King Huge falls backward.
Timing:	

EPISODE #

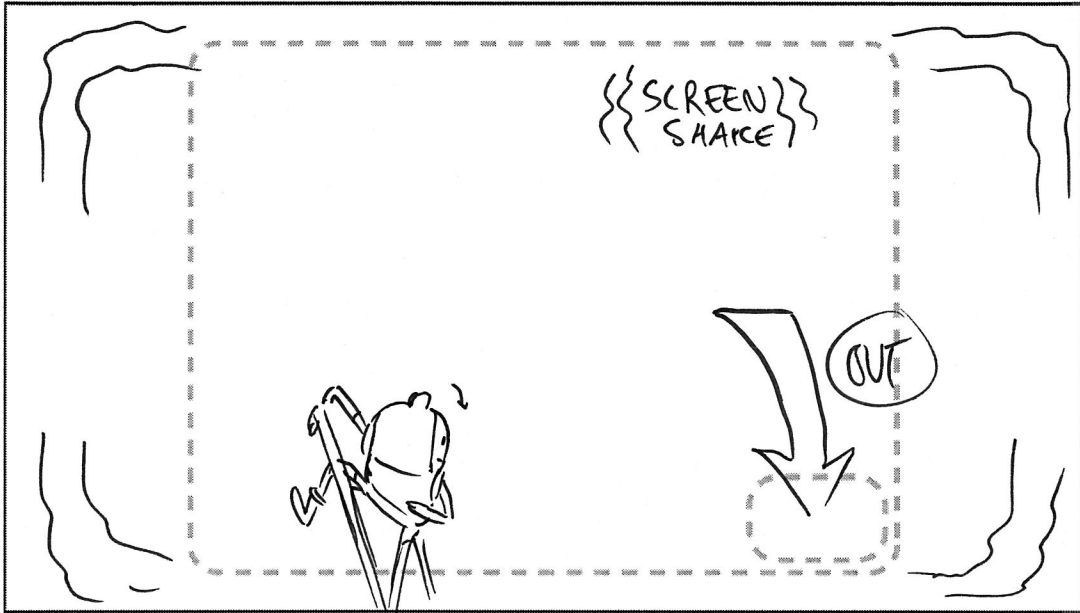
Production :

1025-193

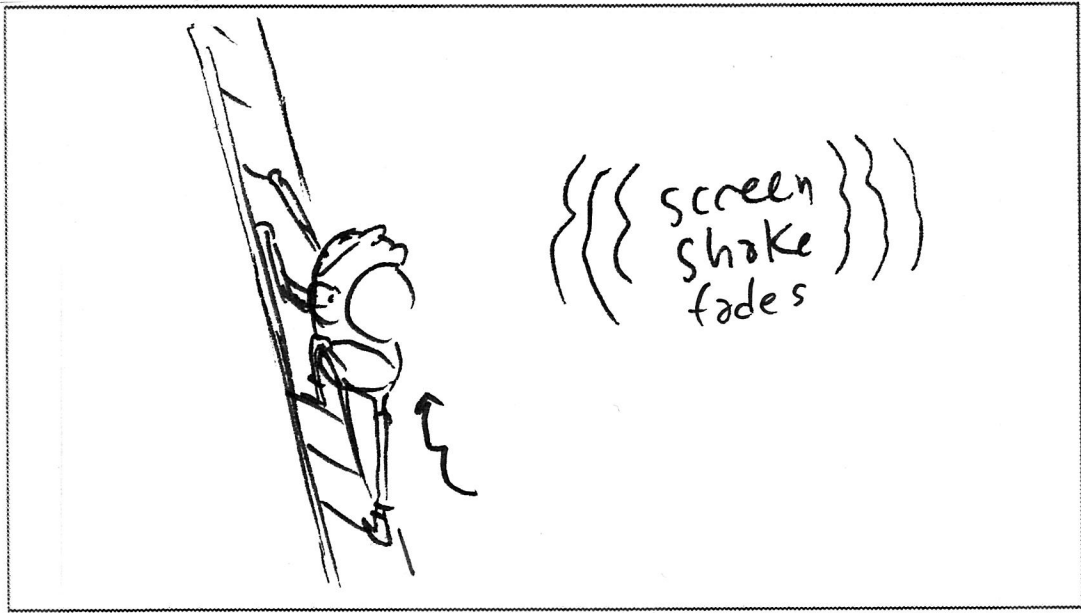
ADVENTURE TIME



Sc. 173 Pnl. C Bg. day night



Sc. 173 Pnl. D Bg. day night



Dialog:
(KH) * impact groan *
Action:
Timing:

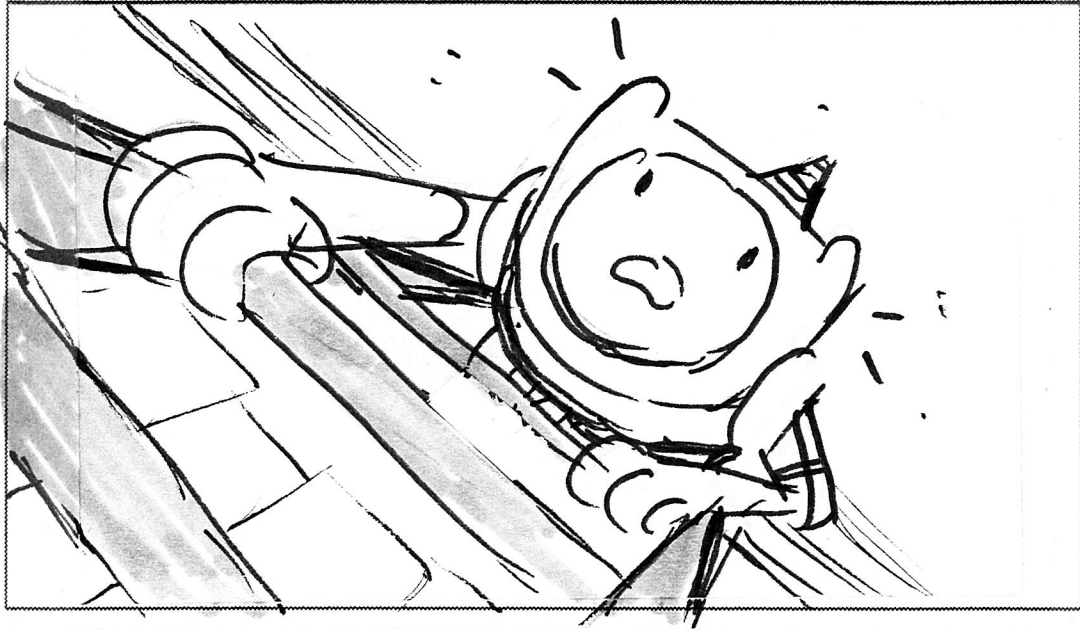
EPISODE #

Production :

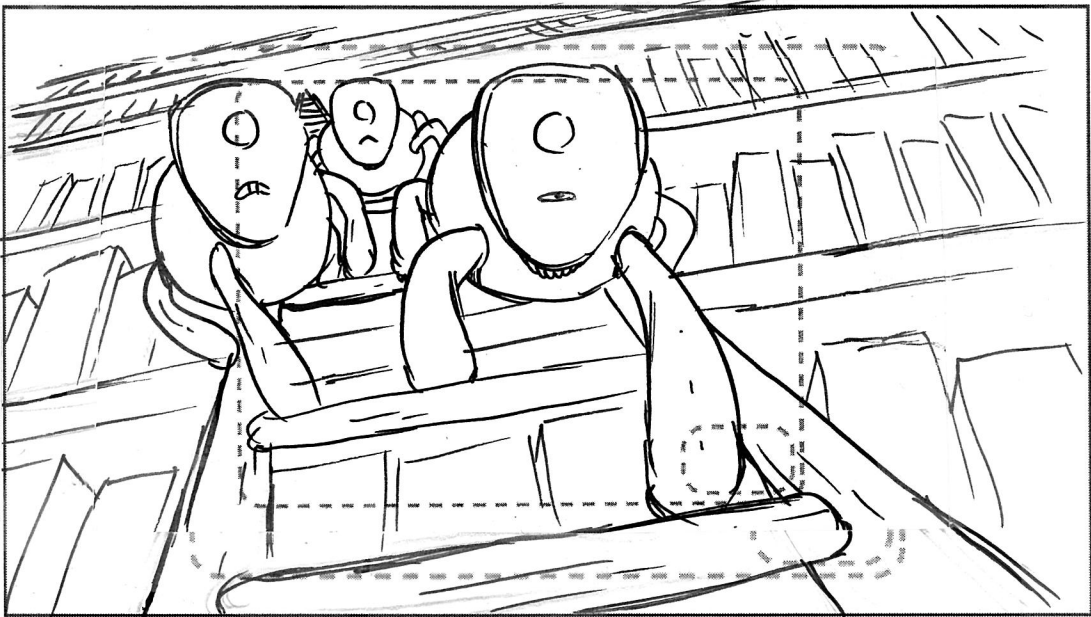
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



Dialog:	(F.) * GASP *	FOOD BOY. ⁽²⁾ * HISS! *
Action:	- Food boy lunges at Finn and hisses.	
Timing:		



EPISODE #

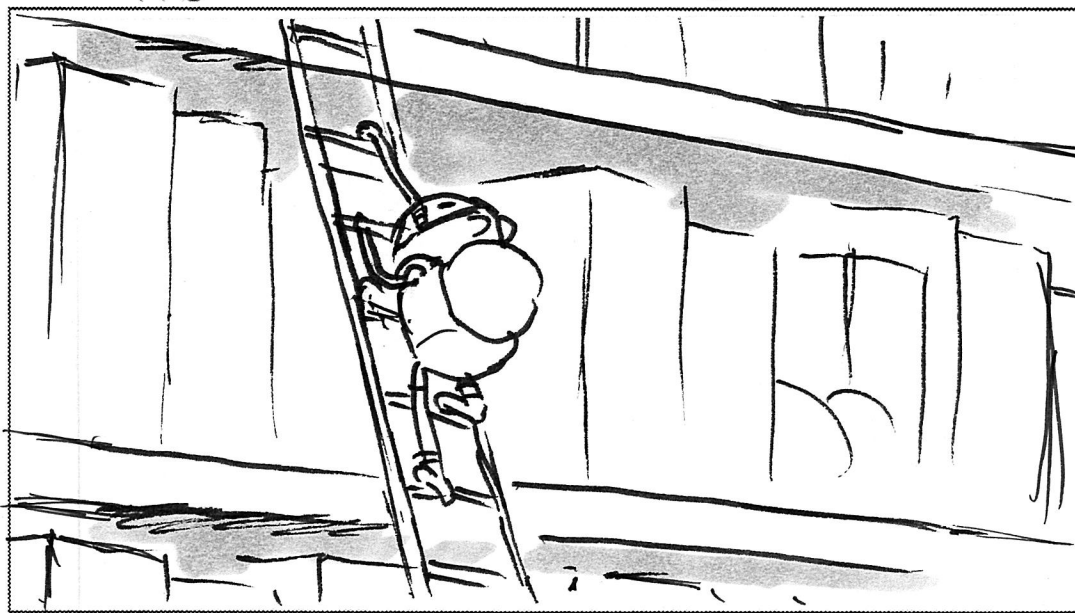
Production :

1025-193

ADVENTURE TIME



Sc. 176 Pnl. A Bg. day night



Sc. 176 Pnl. B Bg. day night



Dialog:
Action:
Timing:

Production :
EPISODE #
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



208

Page _____

Sc.

176

Pnl.

C

Bg.

day night

Sc.

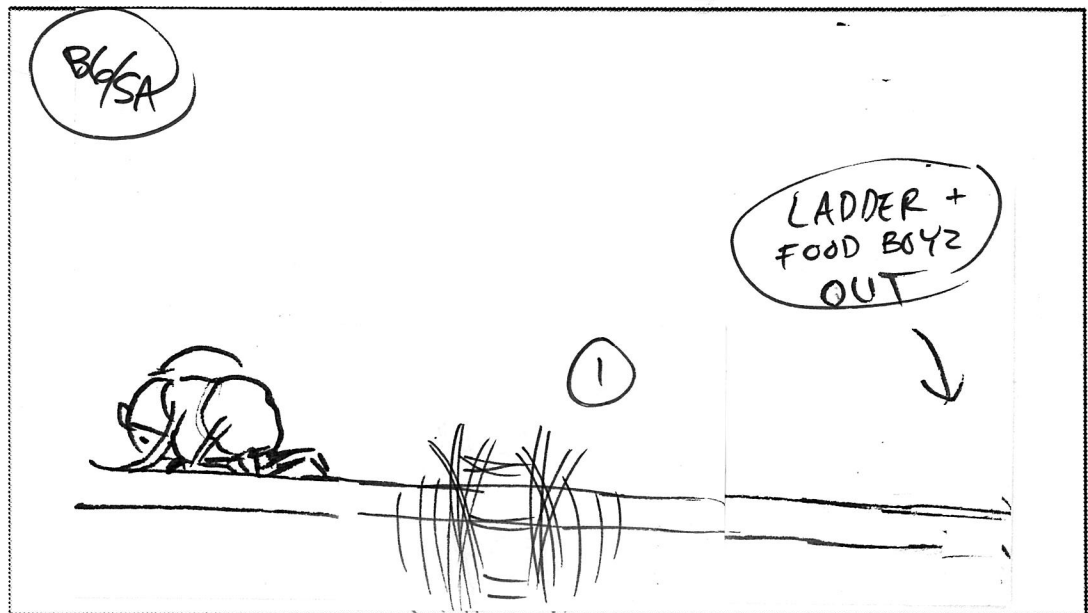
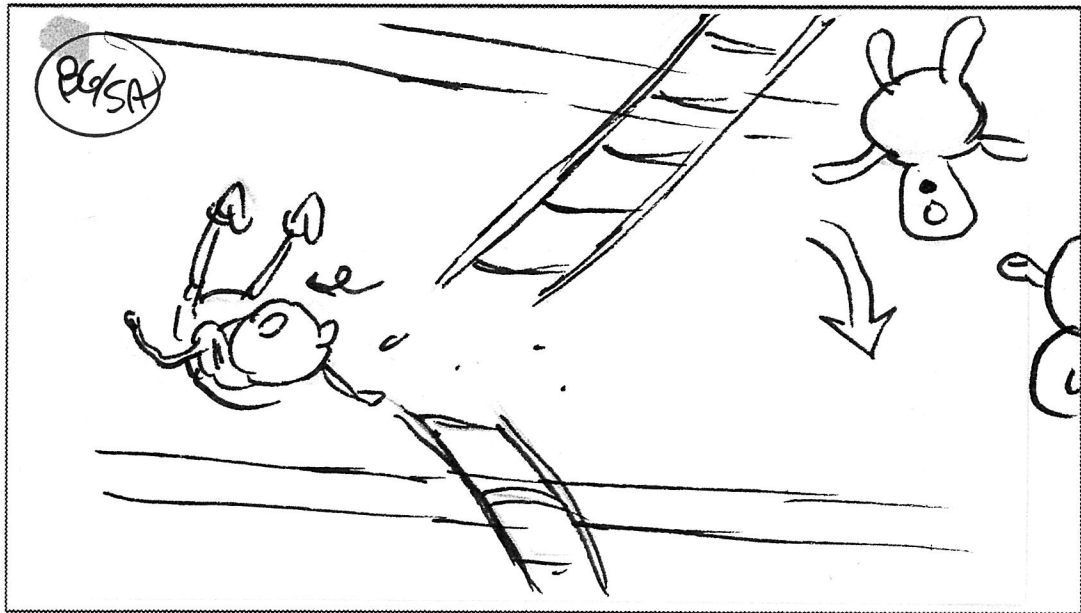
176

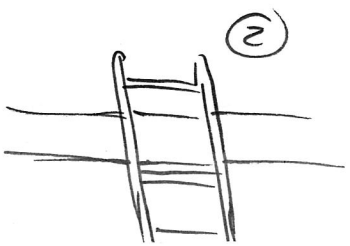
Pnl.

D

Bg.

day night



Dialog:	
Action: - Finn Kicks through ladder, sending food boys flying.	
Timing:	

EPISODE #

1025-193

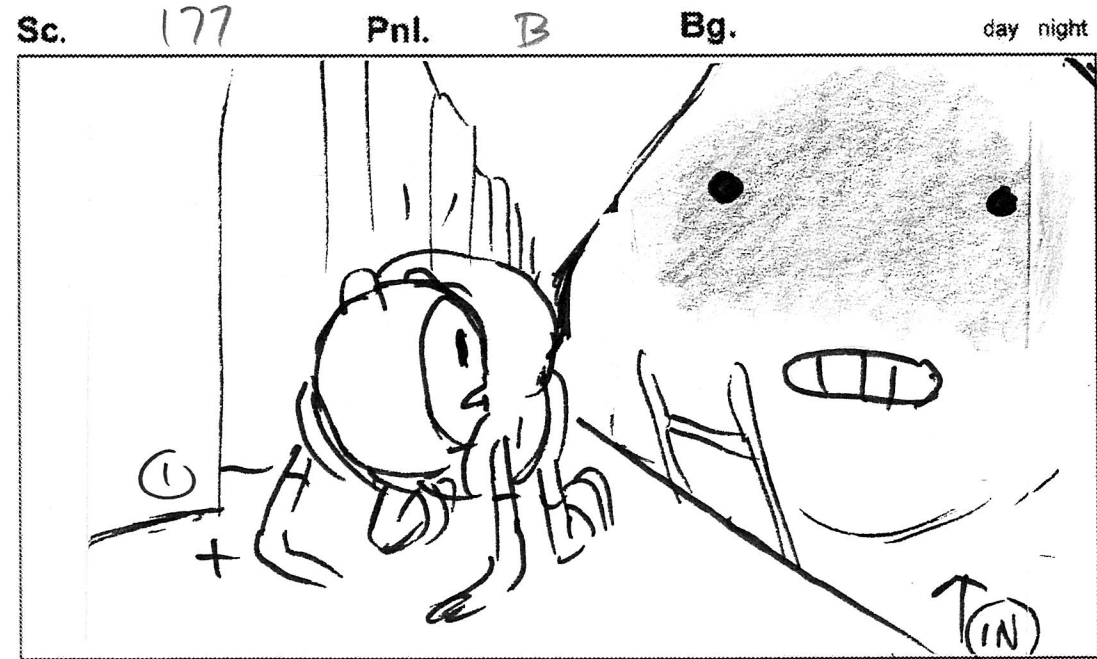
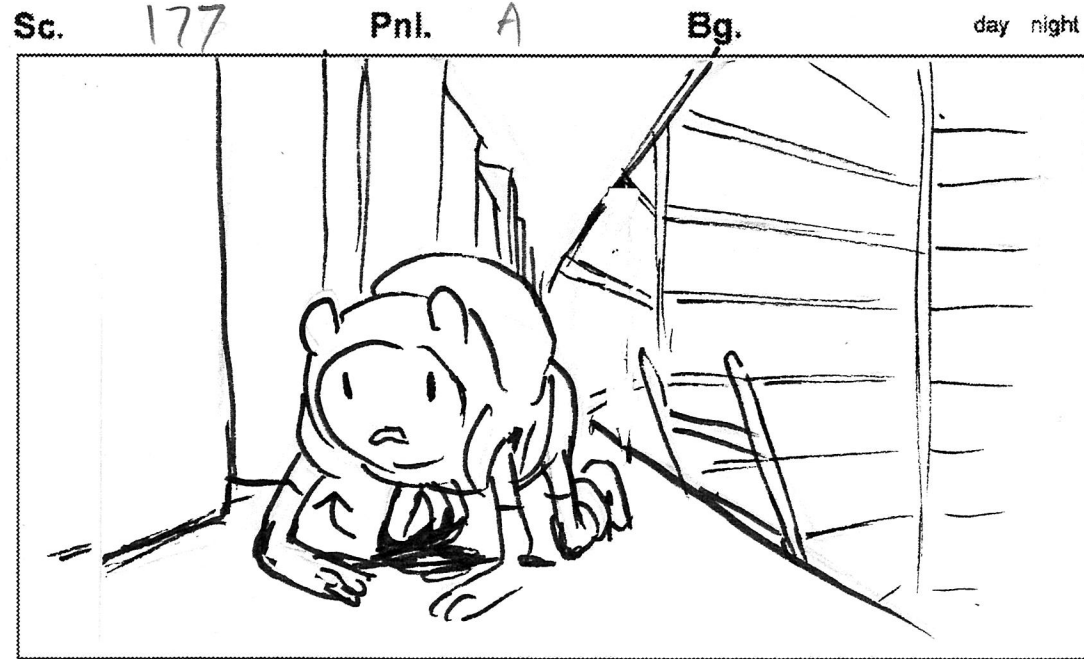
Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 209



Dialog:

Action:

Timing:

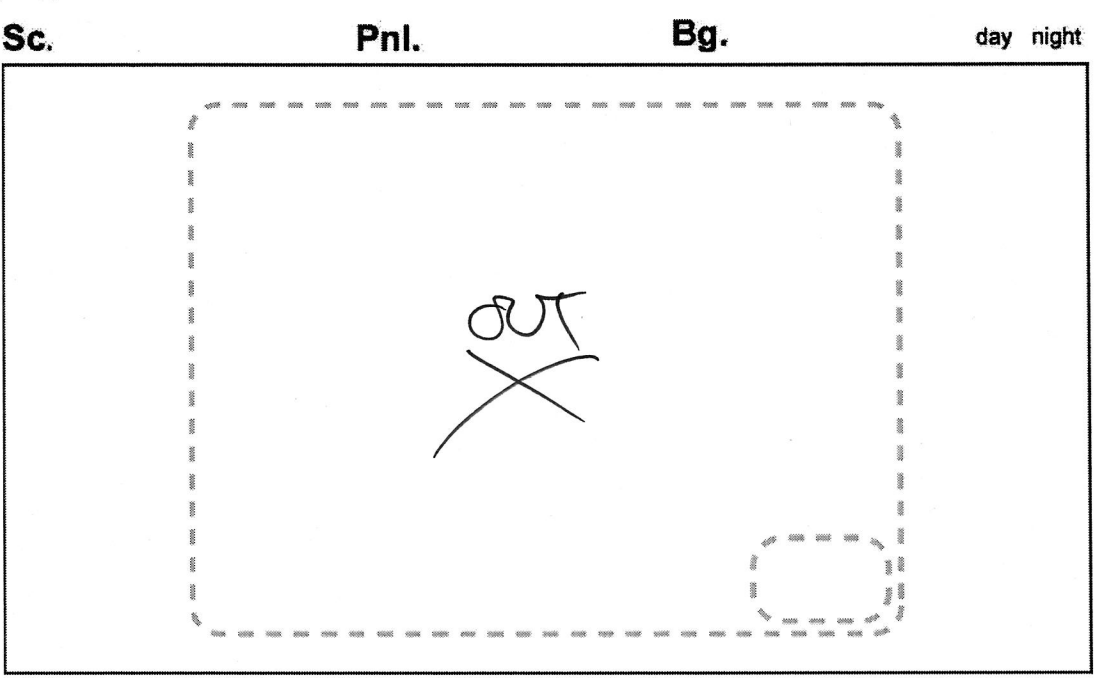
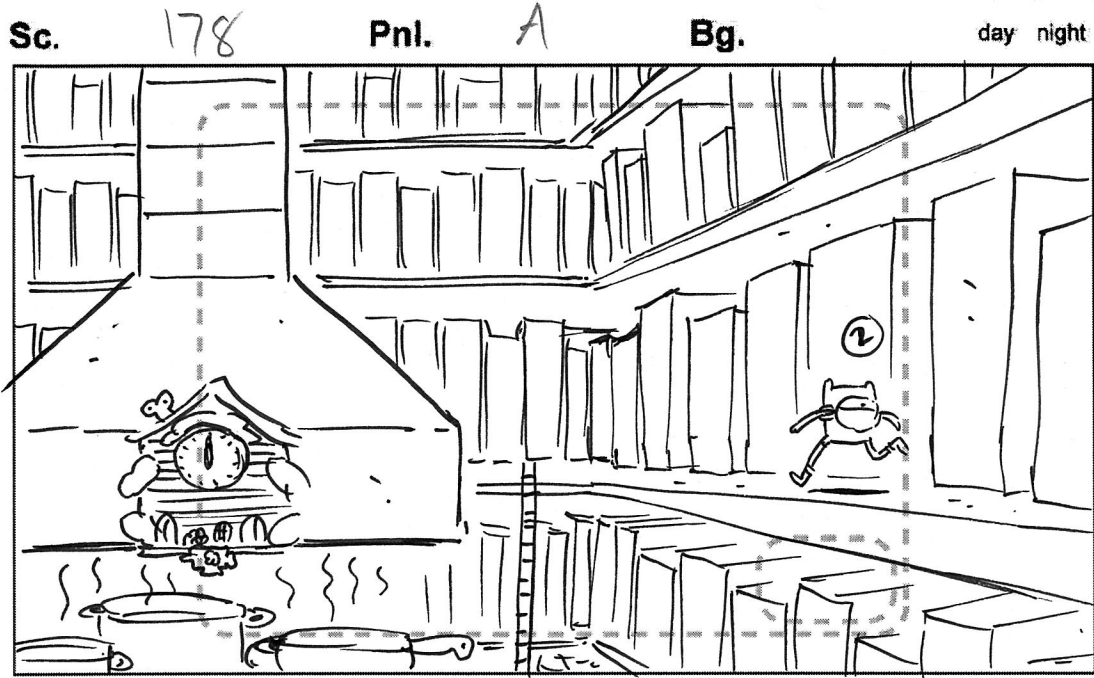


EPISODE #

Production :

1025-193

ADVENTURE TIME



Dialog:	
Action:	
Timing:	

EPISODE #

Production :

1025-193

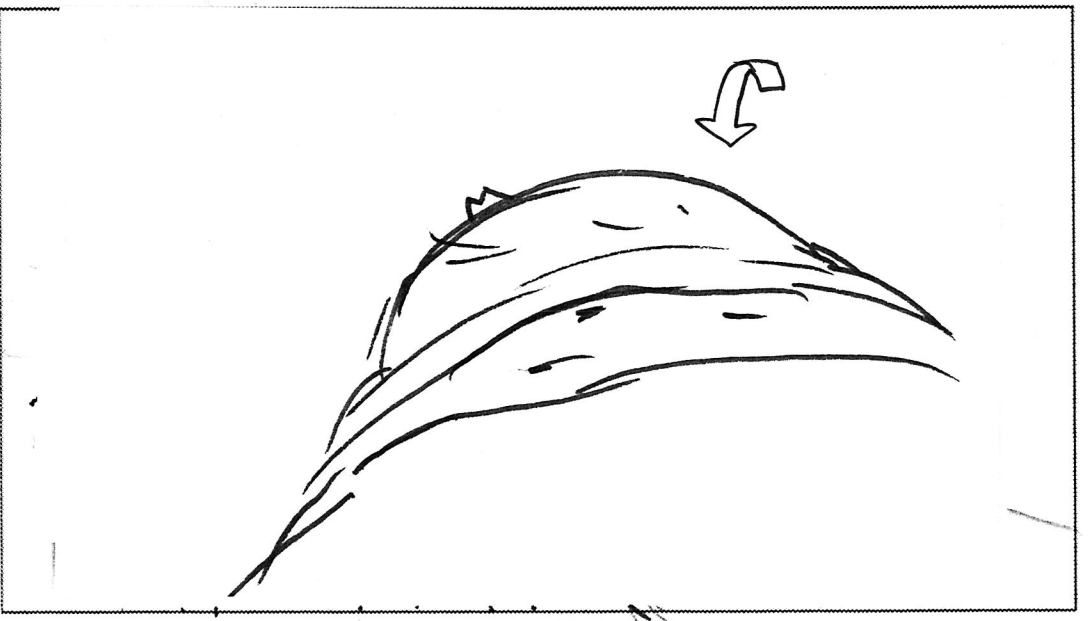
ADVENTURE TIME



Sc. 178 Pnl. B Bg. day night



Sc. 178 Pnl. C Bg. day night



Dialog: SEX: BOOM BOOM
(KH) * Heavy Breathing *
(KH) * out of breath *
Action: -KING HUGE lumbers heavily/tiredly into shot.
-King-Huge hunches over to catch his breath
Timing:

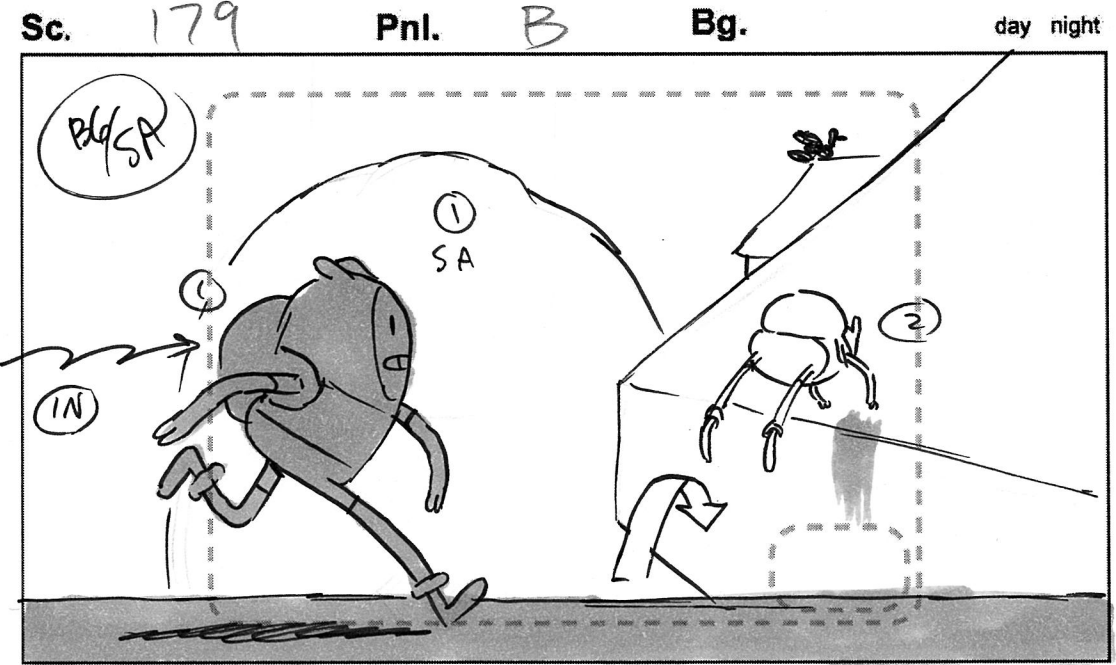
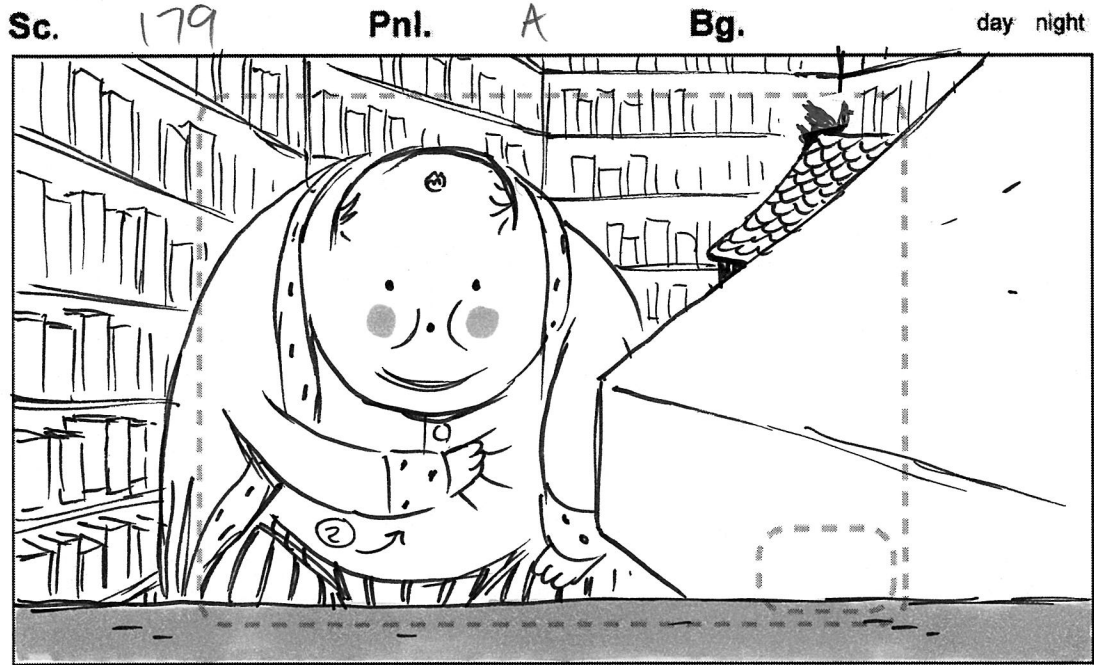
EPISODE #

1025-193

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

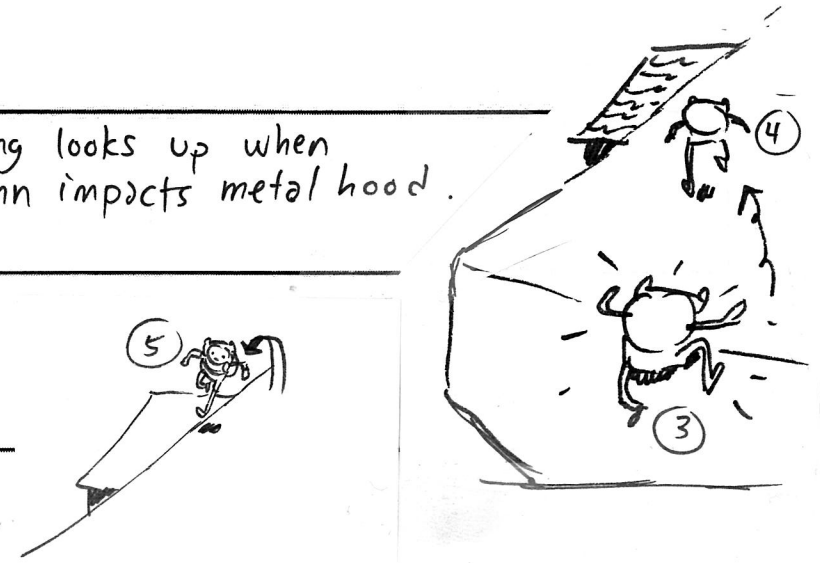
ADVENTURE TIME



Dialog: (KH) * Huffing & puffing *



King looks up when Finn impacts metal hood.



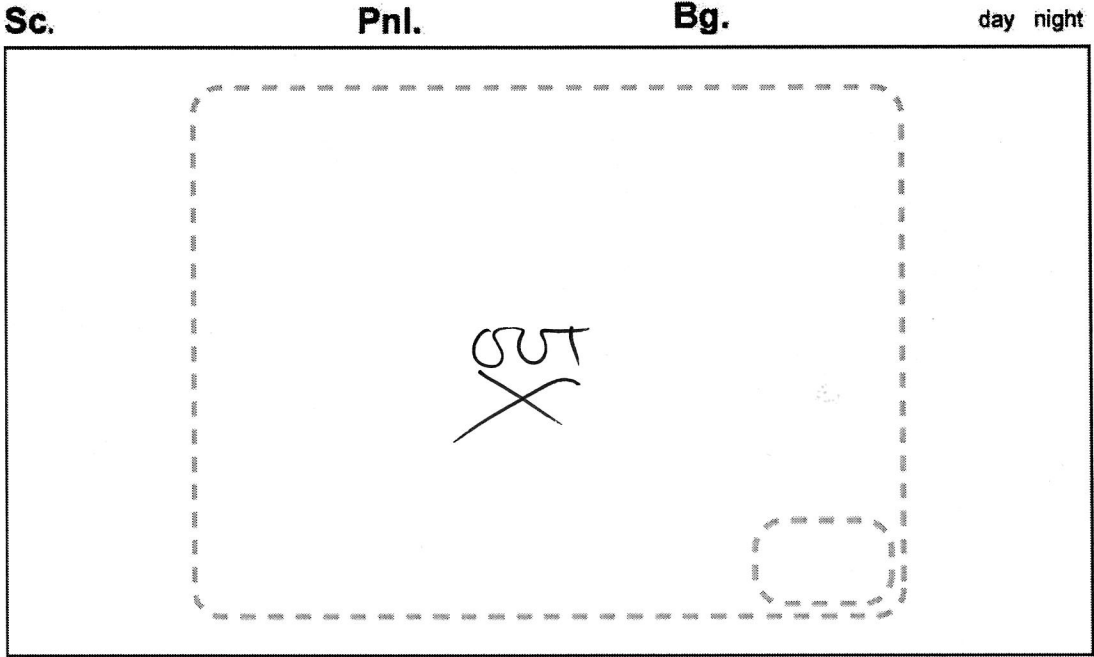
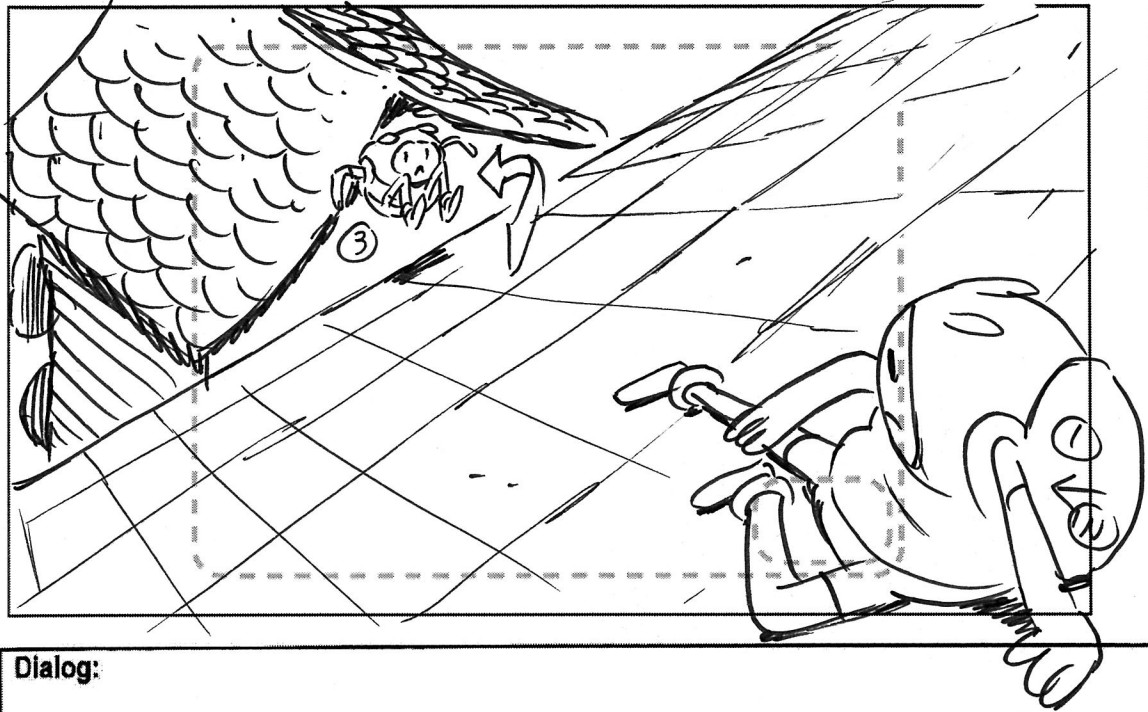
1025-193

EPISODE #

ADVENTURE TIME



Sc. 180 Pnl. A Bg. day night



Dialog:

Action:

Timing:

-Finn slides down metal vent hood, then jumps and spins to fall into crevice

EPISODE #

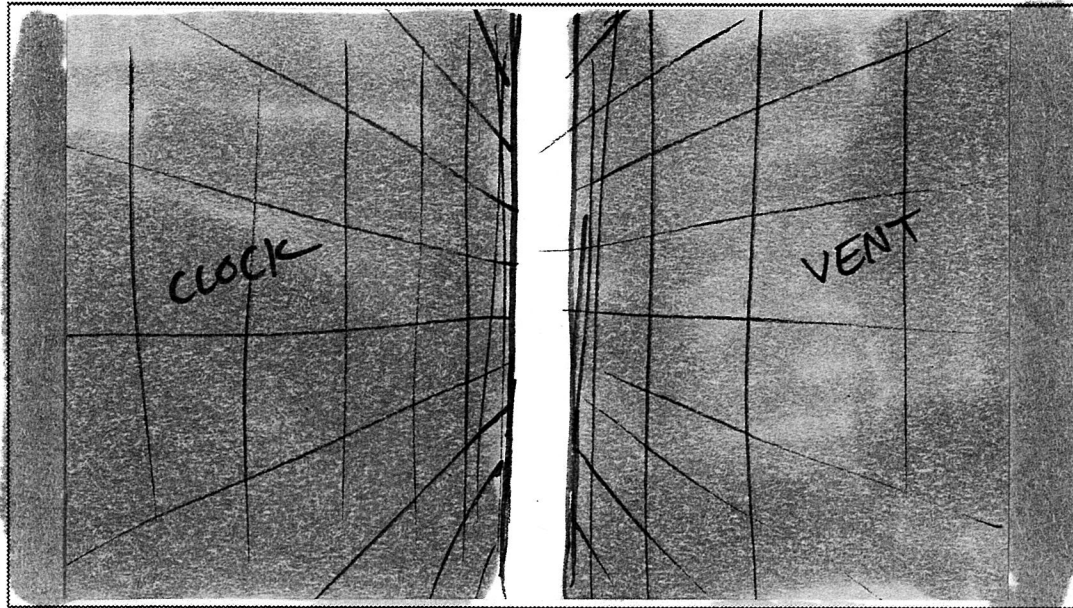
Production :

ADVENTURE TIME

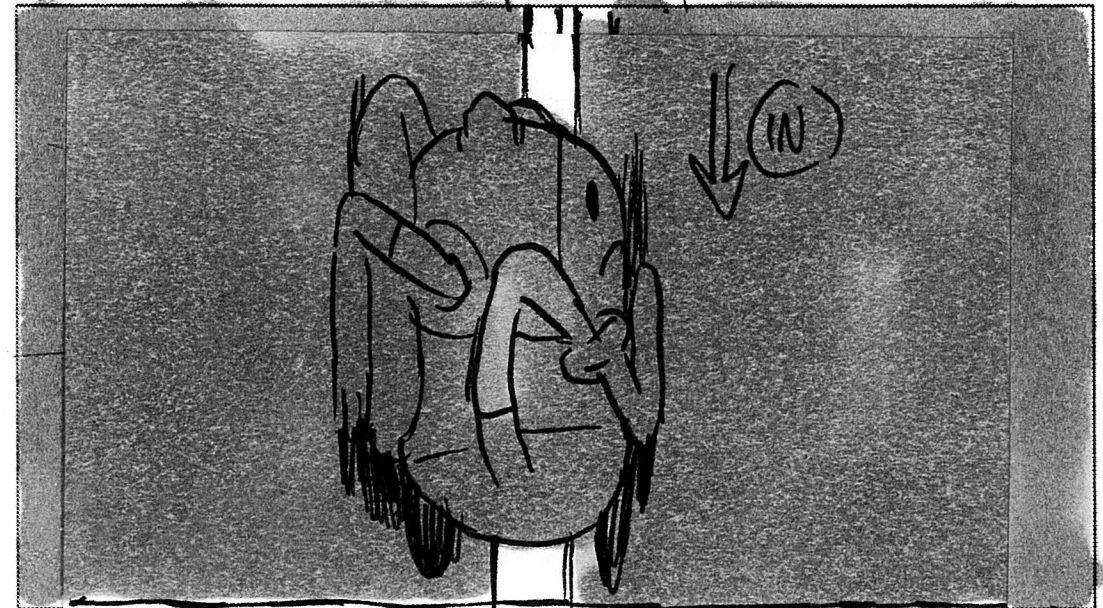


Page 214

Sc. 181 Pnl. A Bg. day night



Sc. 181 Pnl. B Bg. day night



Dialog:

Action:

Timing:



- Finn slides straight down between the clock and vent hood.

EPISODE #

Production :


1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duped, sold or used in any manner, except for production purposes, and may not be used or transferred.


ADVENTURE TIME



Sc. 181 Pnl. C Bg. day night



Sc. 181 Pnl. D Bg. day night



Dialog:

(F:) RRRRRR ...

Action: - Finn struggles to separate clock from vent hood.

Timing:

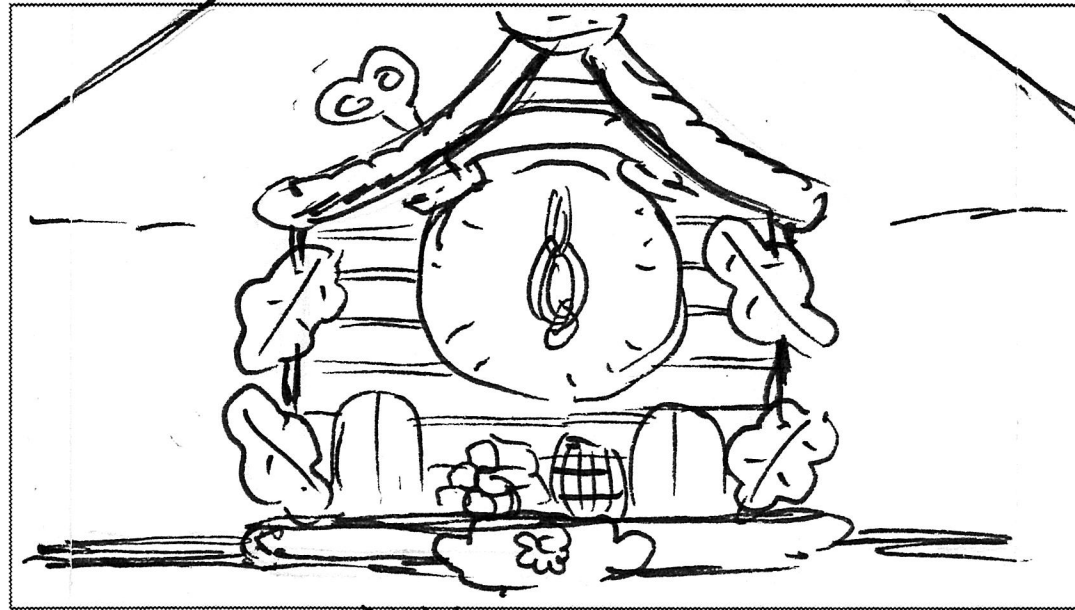
EPISODE # 1025-193
Production :

ADVENTURE TIME

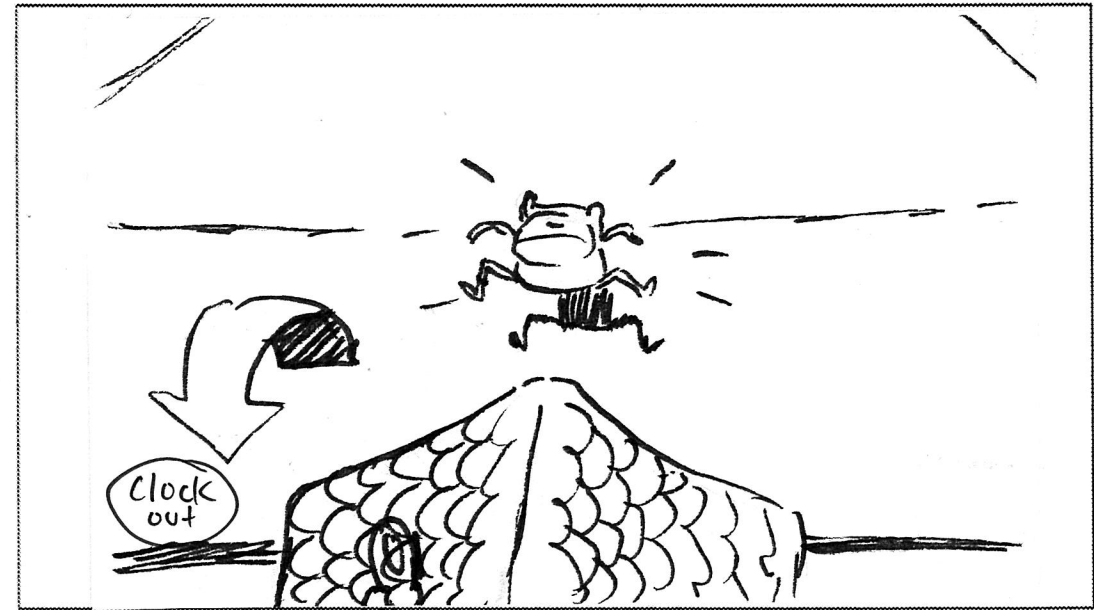


Page 216

Sc. 182 Pnl. A Bg. day night



Sc. 182 Pnl. B Bg. day night



Dialog:

SE: POP

Action:

- clock pops off of vent hood

Timing:

EPISODE #

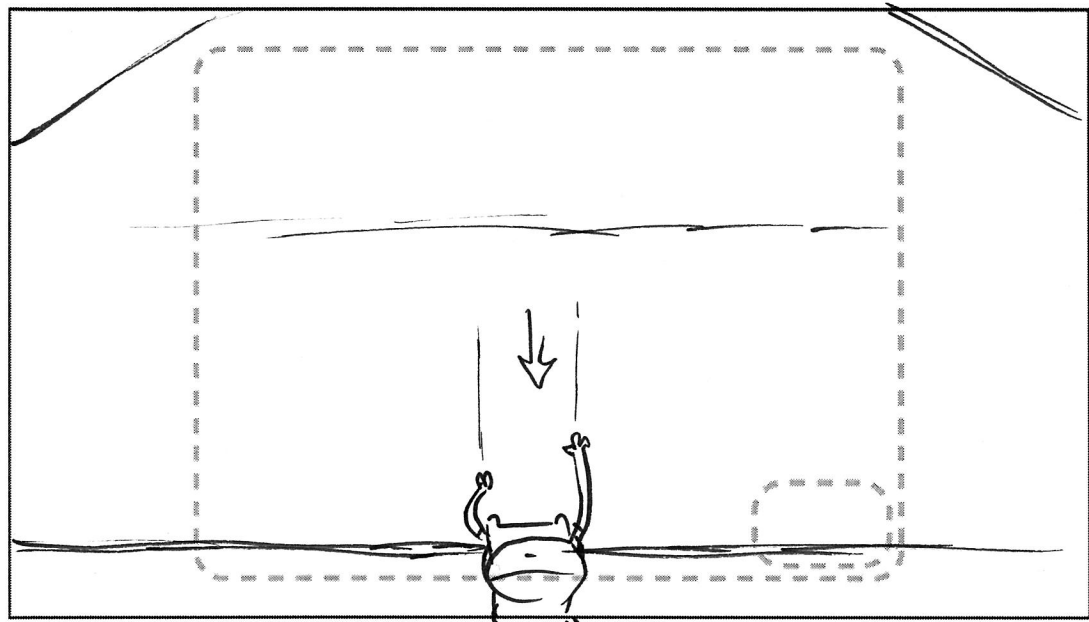
1025-193

Production :

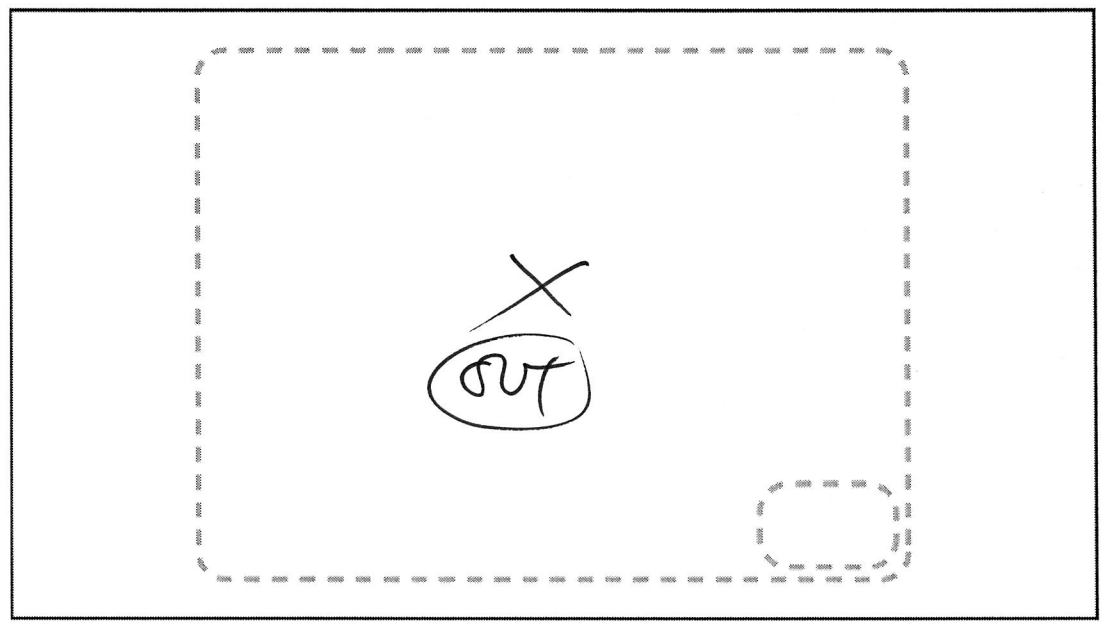
ADVENTURE TIME



Sc. 182 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SFX) *SQUEAK*

Action: - Finn clings to vent hood.

Timing:

EPISODE #

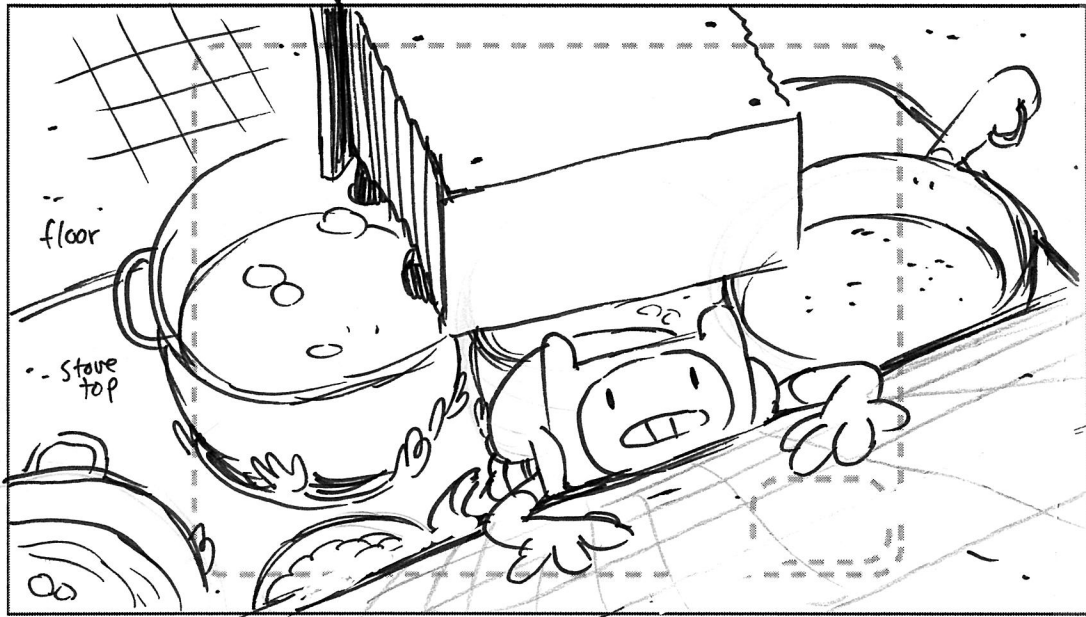
Production :

1025-193

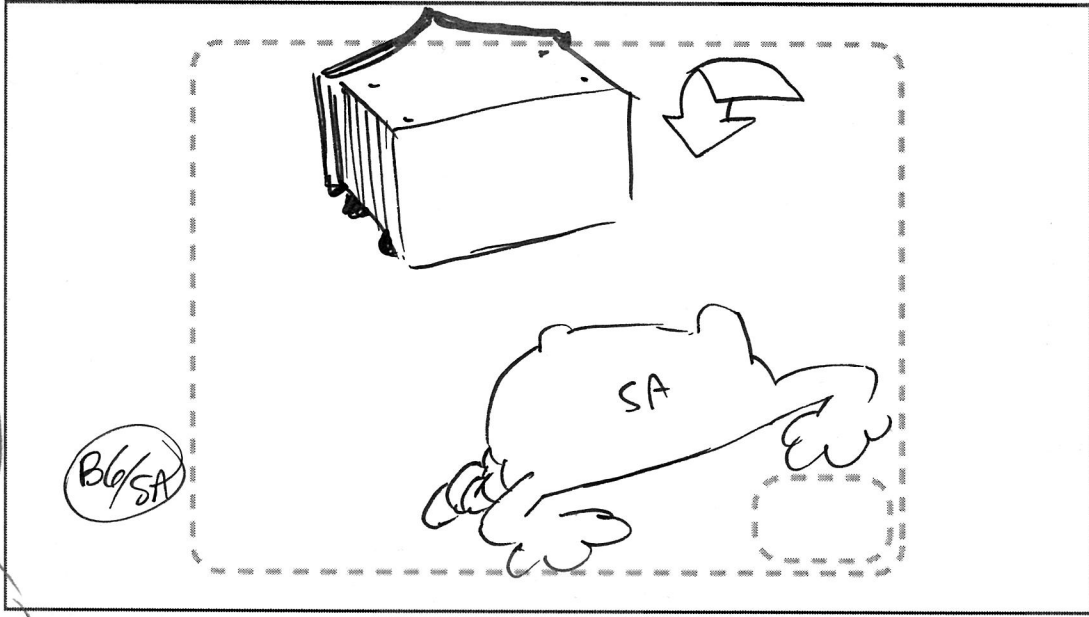
ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. 183 Pnl. B Bg. day night



Dialog:	SLO-MO
Action:	
Timing:	

EPISODE #

Production :

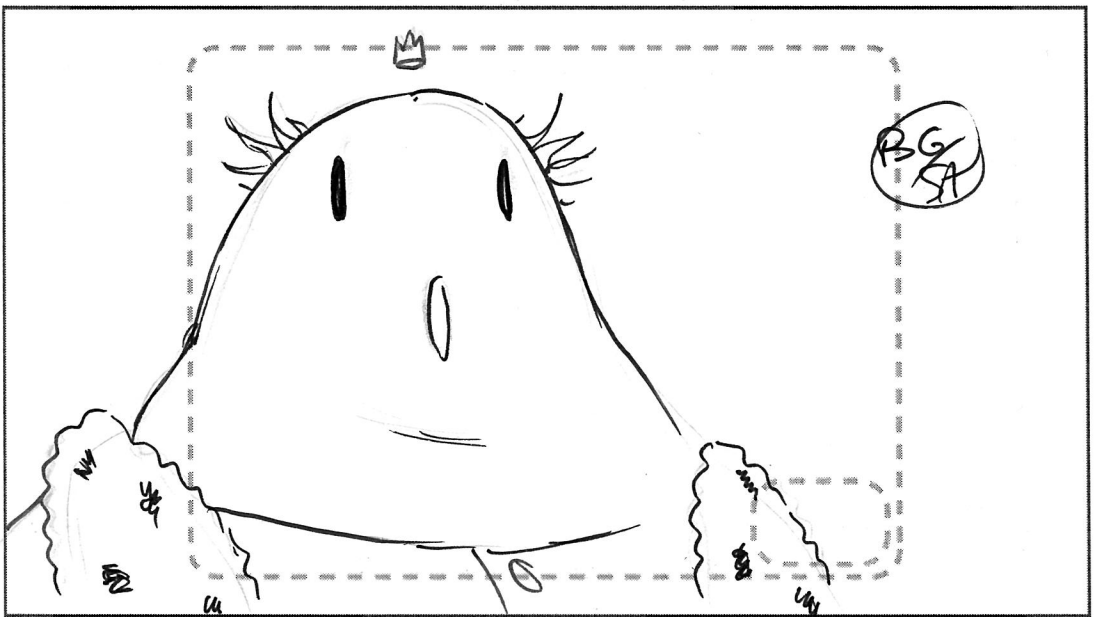
ADVENTURE TIME



Sc. 184 Pnl. A Bg. day night



Sc. 184 Pnl. B Bg. day night



Dialog:	(KH:) NOOOOOOOOOO!!! (DIALOGUE Deep + drawn out, but at normal speed)
Action:	- Animation happens slow and drawn out - hair slowly stands up - crown slowly floats up - head slowly stretches up-etc.
Timing:	

EPISODE #

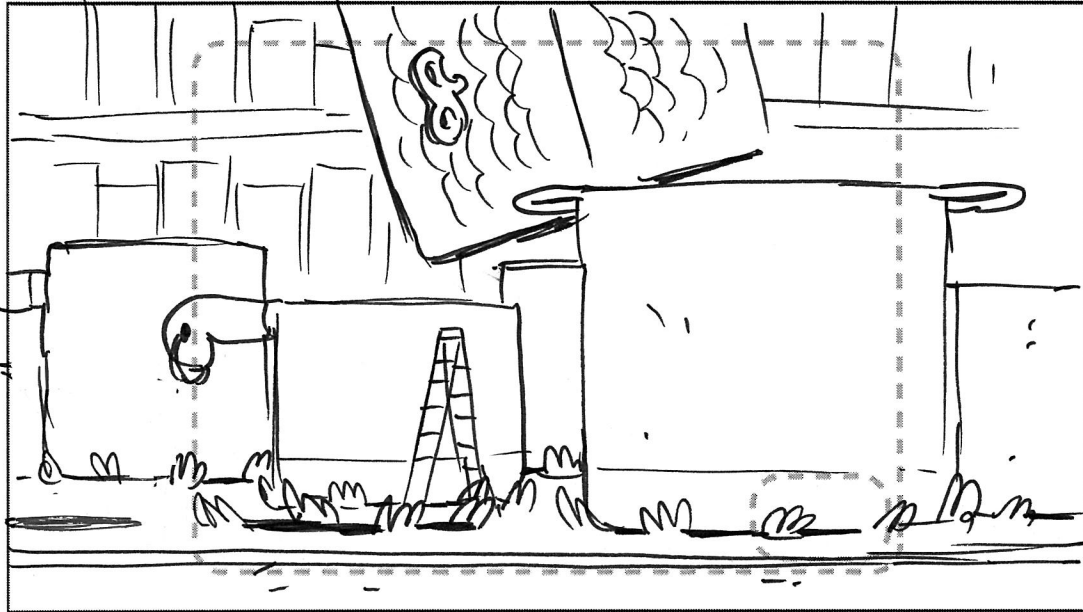
Production :

1025-193

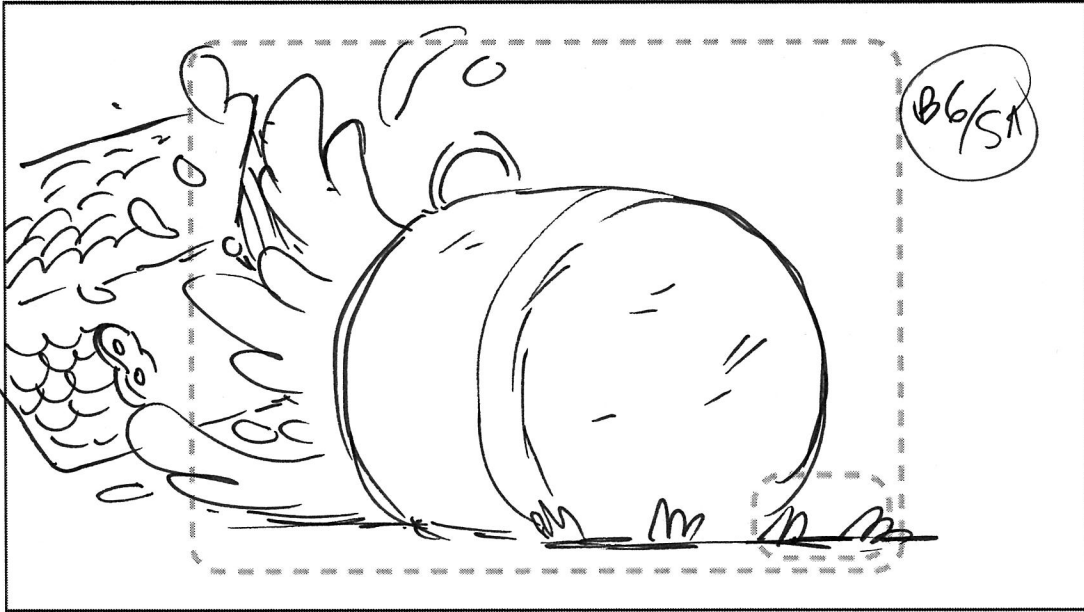
ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 185 Pnl. B Bg. day night



Dialog:	SLO-MO?
Action:	
Timing:	

EPISODE #

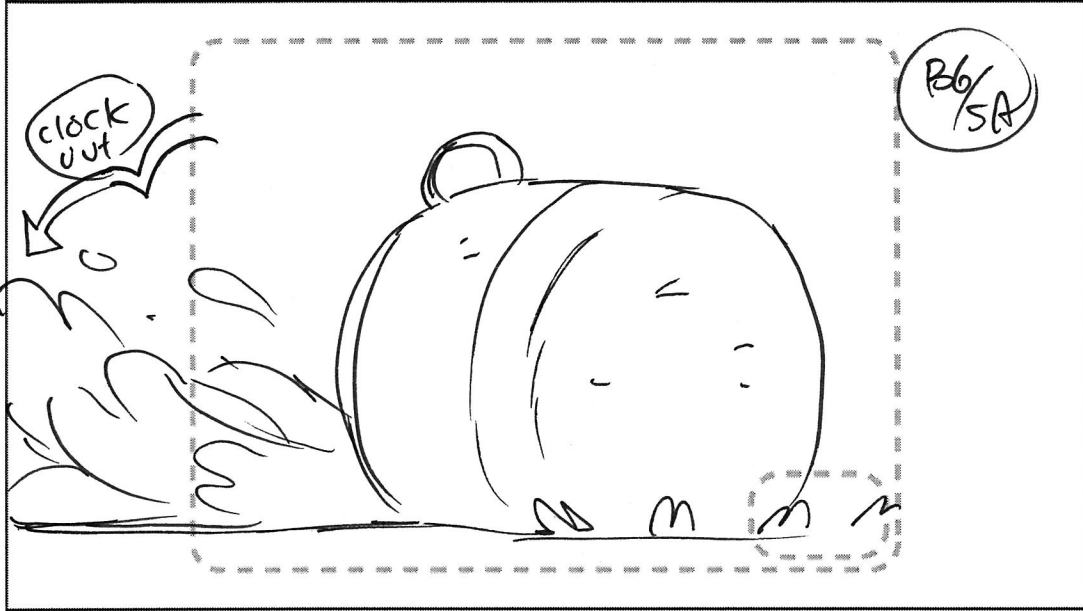
Production :

1025-193

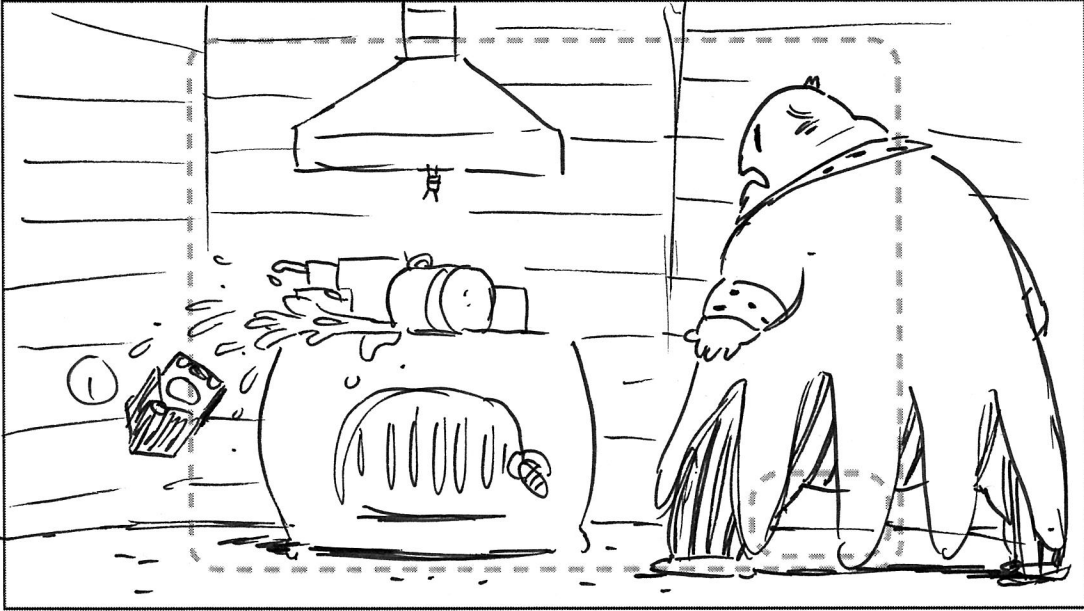
ADVENTURE TIME



Sc. 185 Pnl. C Bg. day night



Sc. 186 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

SLO-MO ?

②

EPISODE #

Production :

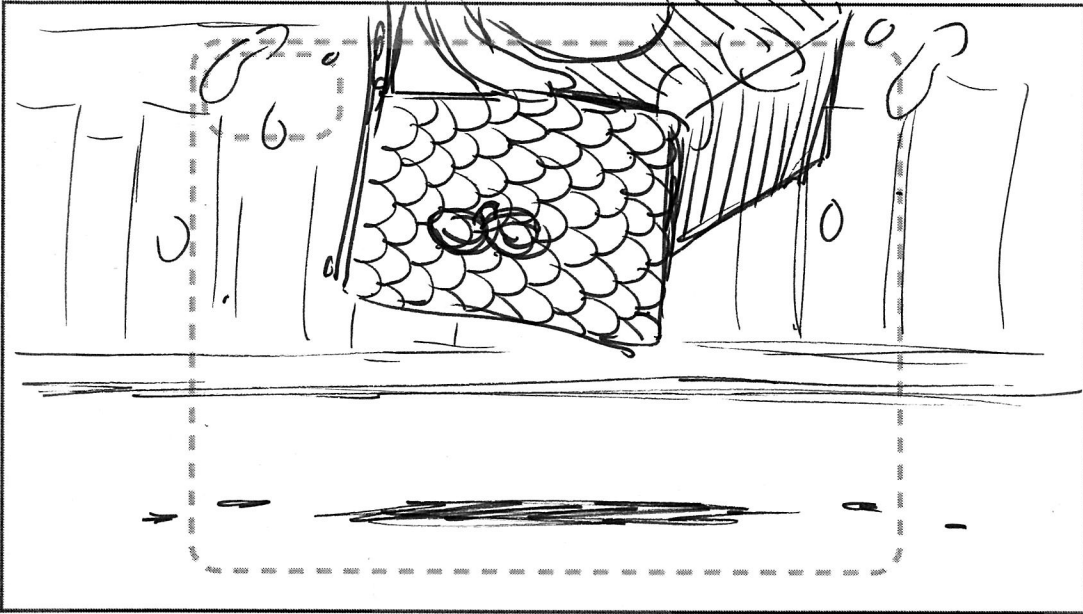
1025-193

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

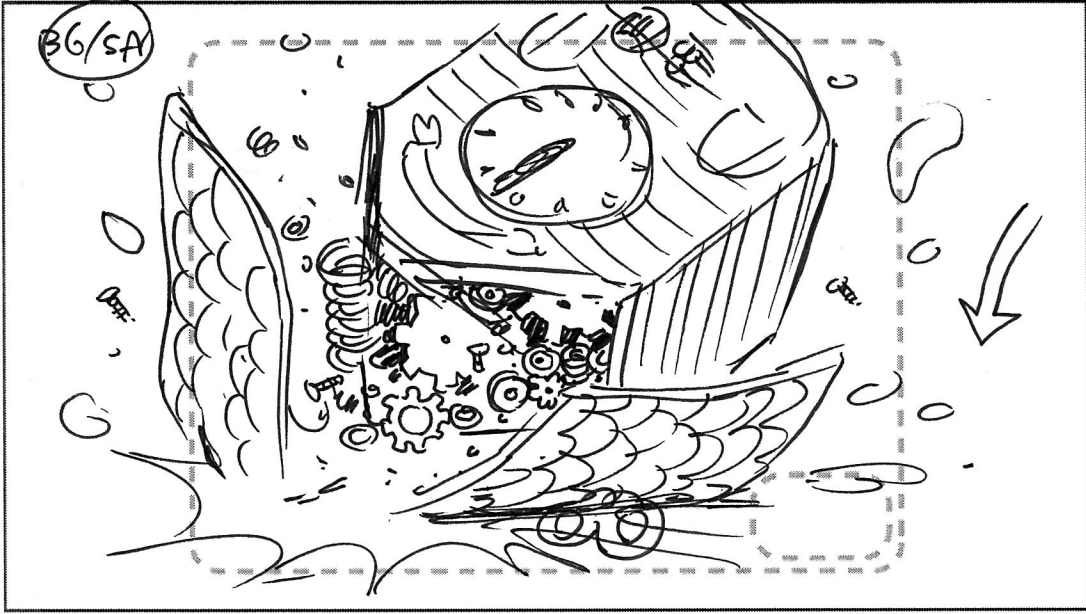
ADVENTURE TIME



Sc. 187 Pnl. A Bg. day night



Sc. 187 Pnl. B Bg. day night



Dialog:

SLO-MO?

Action:

Timing:

EPISODE #

Production :

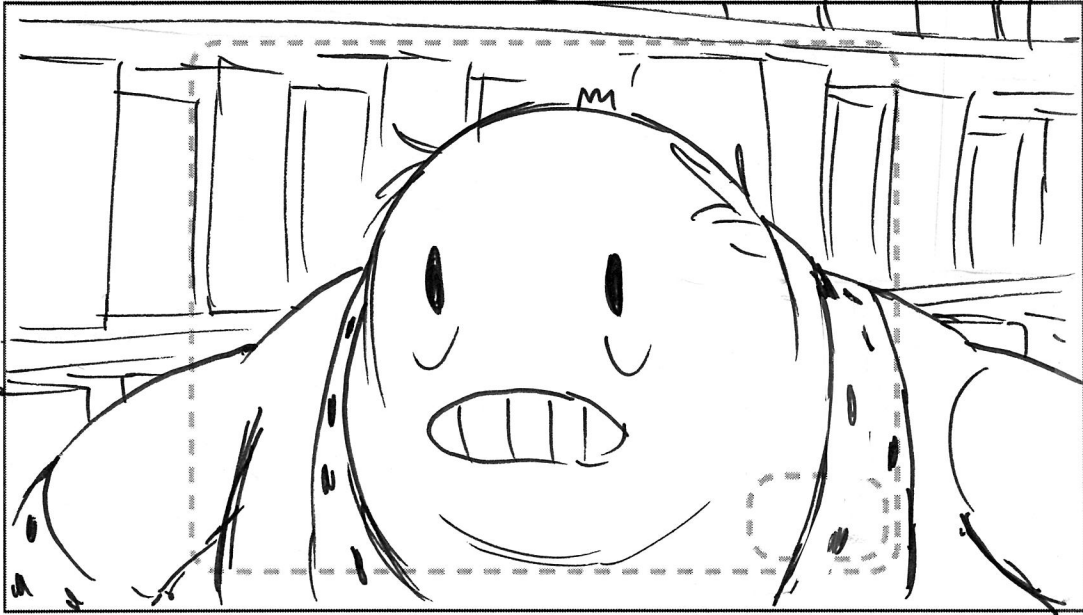
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

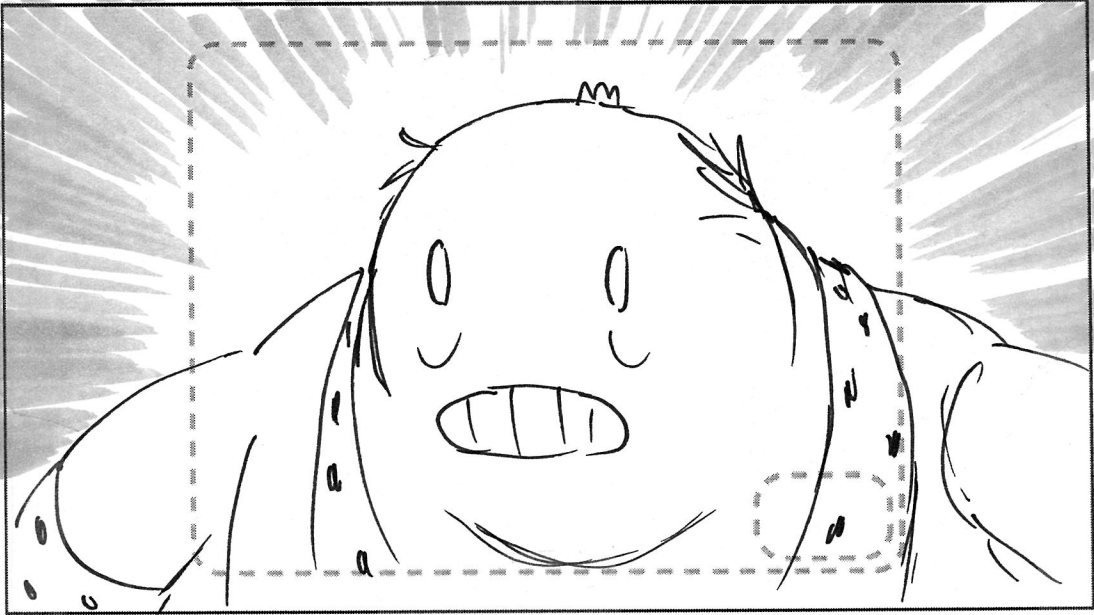
ADVENTURE TIME



Sc. 188 Pnl. A Bg. day night



Sc. 188 Pnl. B Bg. day night



Dialog:	
Action:	- EYES FADE TO WHITE - BG DISSOLVES TO RED/ANGER COLOR CARD
Timing:	

Production : EPISODE #

1025-193

ADVENTURE TIME



Sc. 189 Pnl. A Bg. day night

AFTERX
HEAT
SHIMMER

pot should
have pottery/imperfections
to show shimmer
better.

Sc. 189 Pnl. B Bg. day night

SA

BG/SA

IN

Dialog:	not slo-mo anymore ?
Action:	- water rushes across stove top
Timing:	

EPISODE #

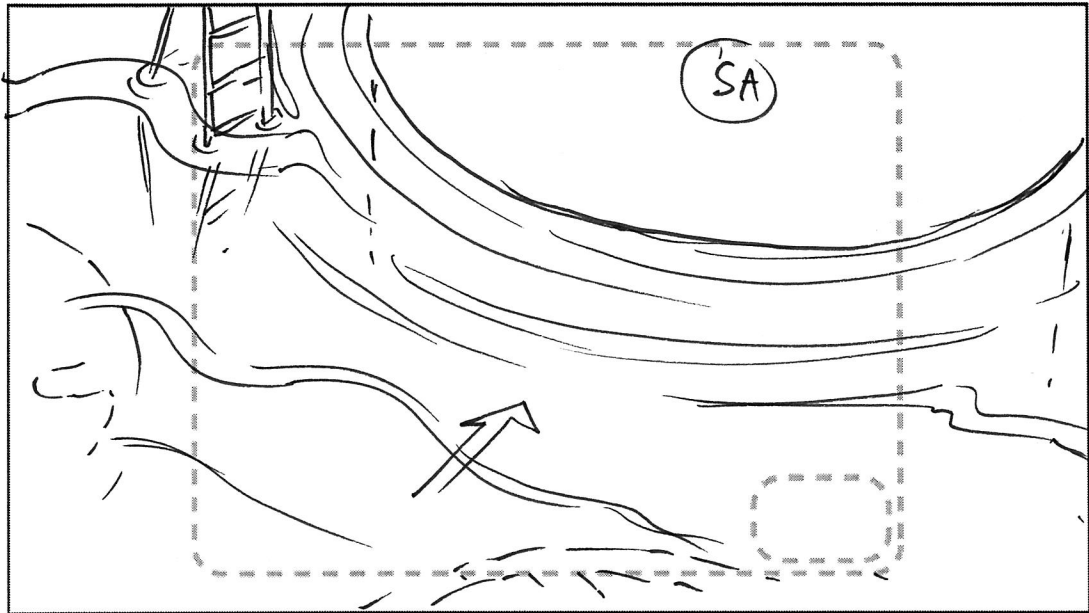
Production :

1025-193

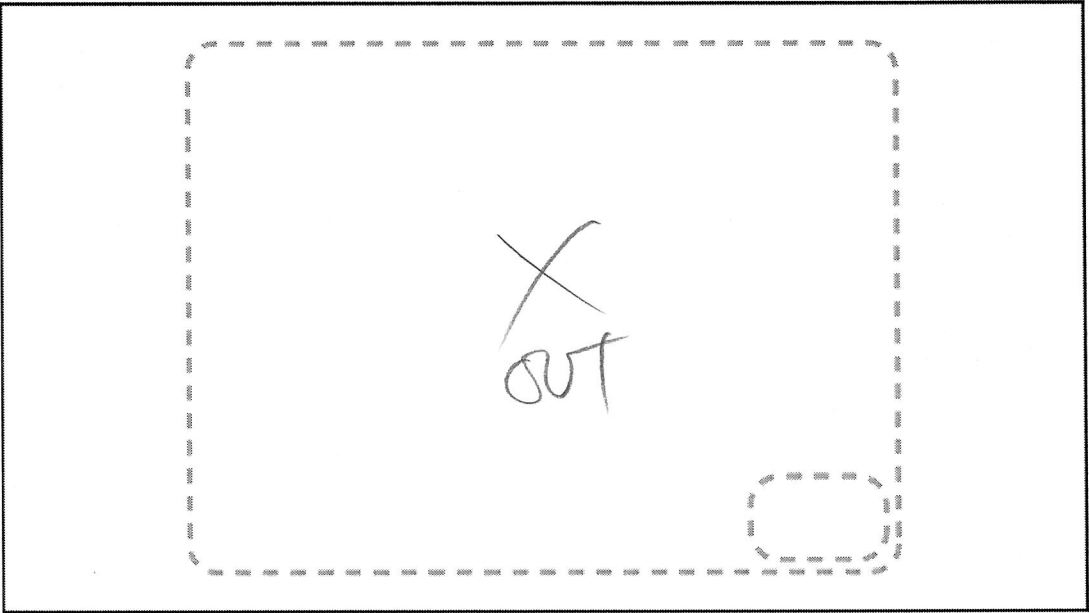
ADVENTURE TIME



Sc. 189 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog: (SFX:) TSSS/TSSS. (flames extinguished)

Action: - water extinguishes flames.
- SFX heat shimmer dissipates

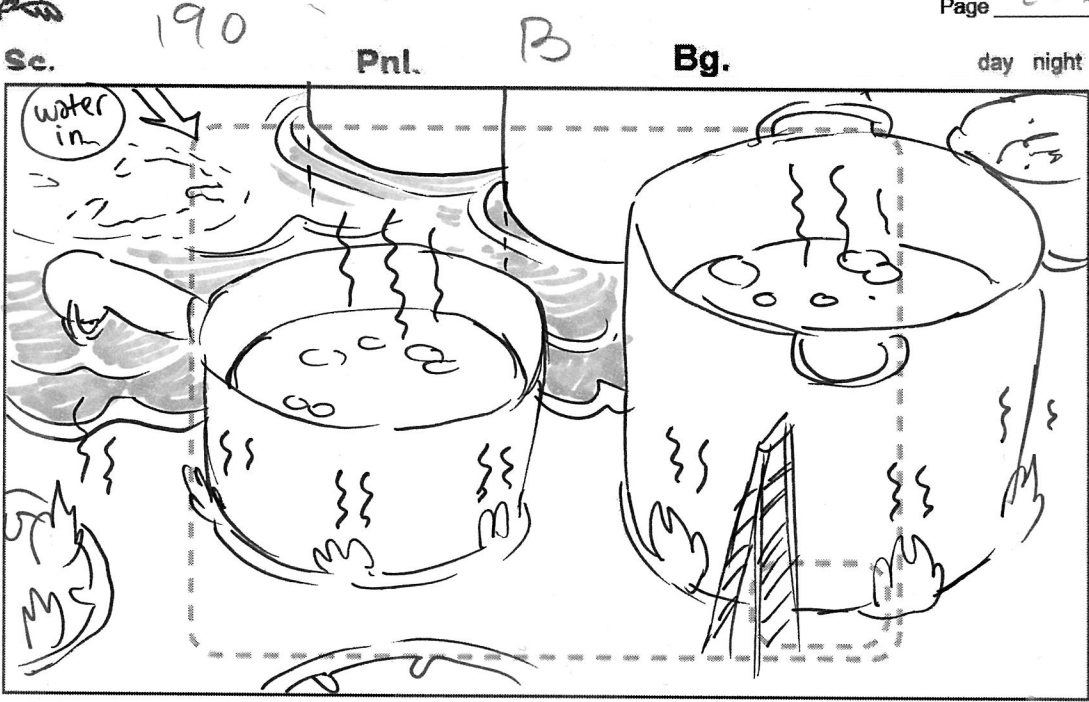
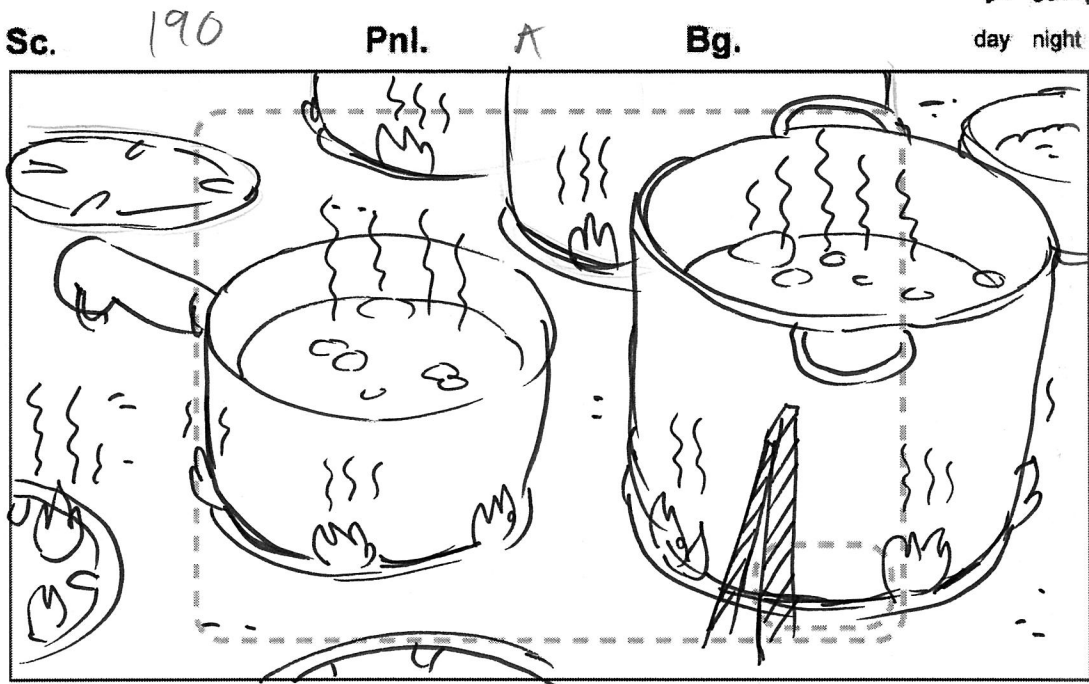
Timing:

Production :

EPISODE #

1025-193

ADVENTURE TIME



Dialog:

SFX: TSS! TSS! TSS!

Action:

- water rushes across stove top, extinguishing flames.

Timing:

EPISODE #

Production :

1025-193

ADVENTURE TIME



Sc. 190 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog: (SFX) TSS! TSS! TSS! TSS!

Action:

Timing:

① + ladder slides out

EPISODE #

Production :

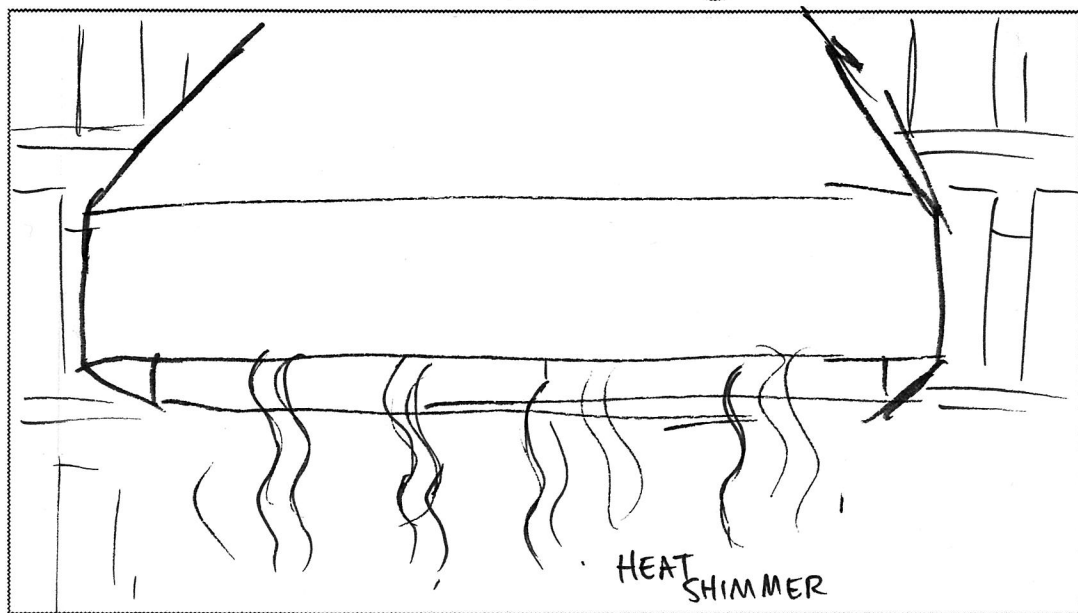
1025-193

ADVENTURE TIME

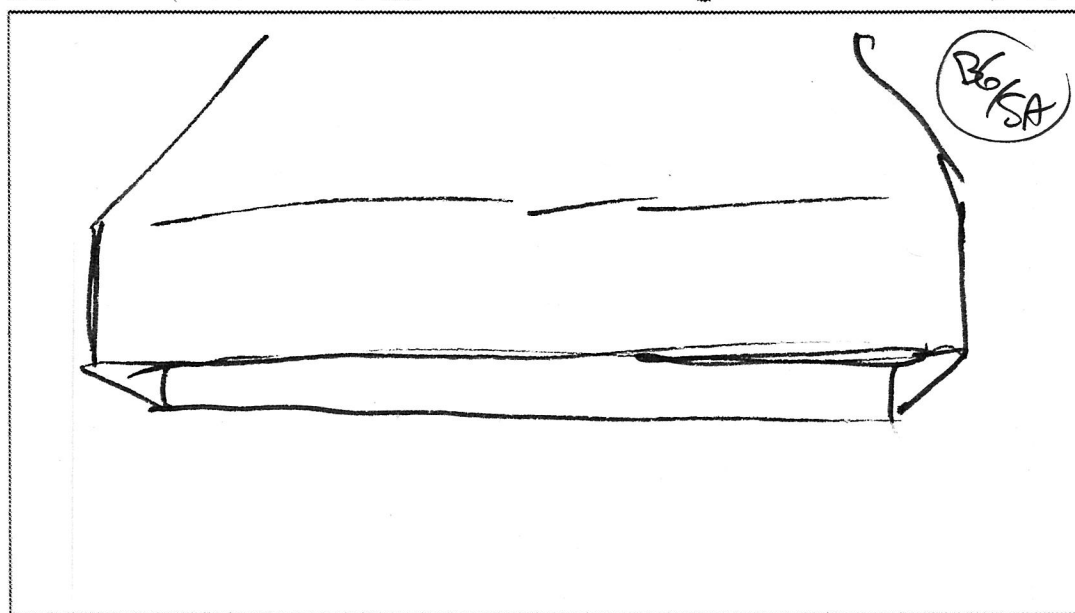


Page 228

Sc. 191 Pnl. A Bg. day night



Sc. 191 Pnl. B Bg. day night



Dialog:

Action:

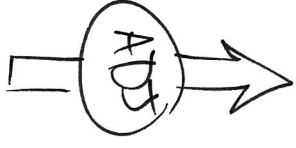
- SFX heat shimmer dissipates.

Timing:

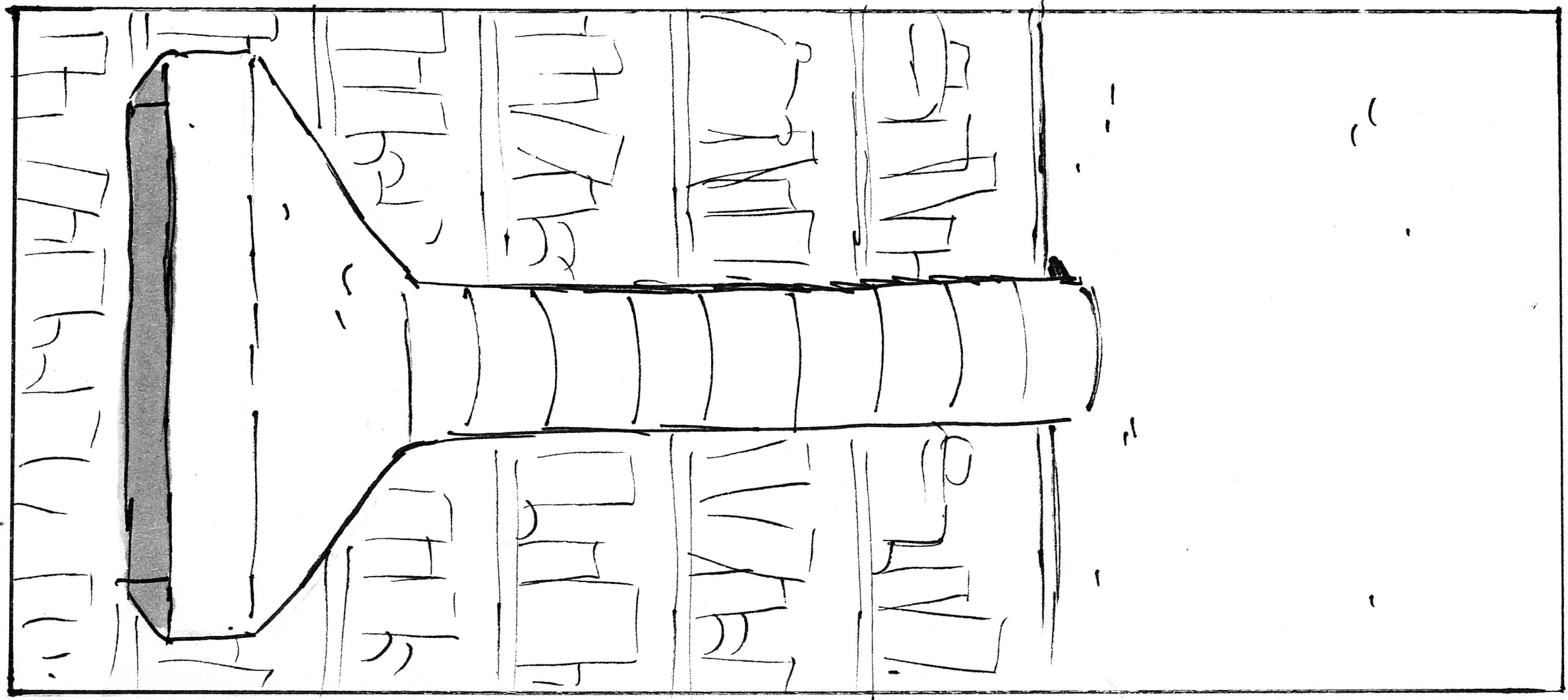
EPISODE #

Production :

1025-193

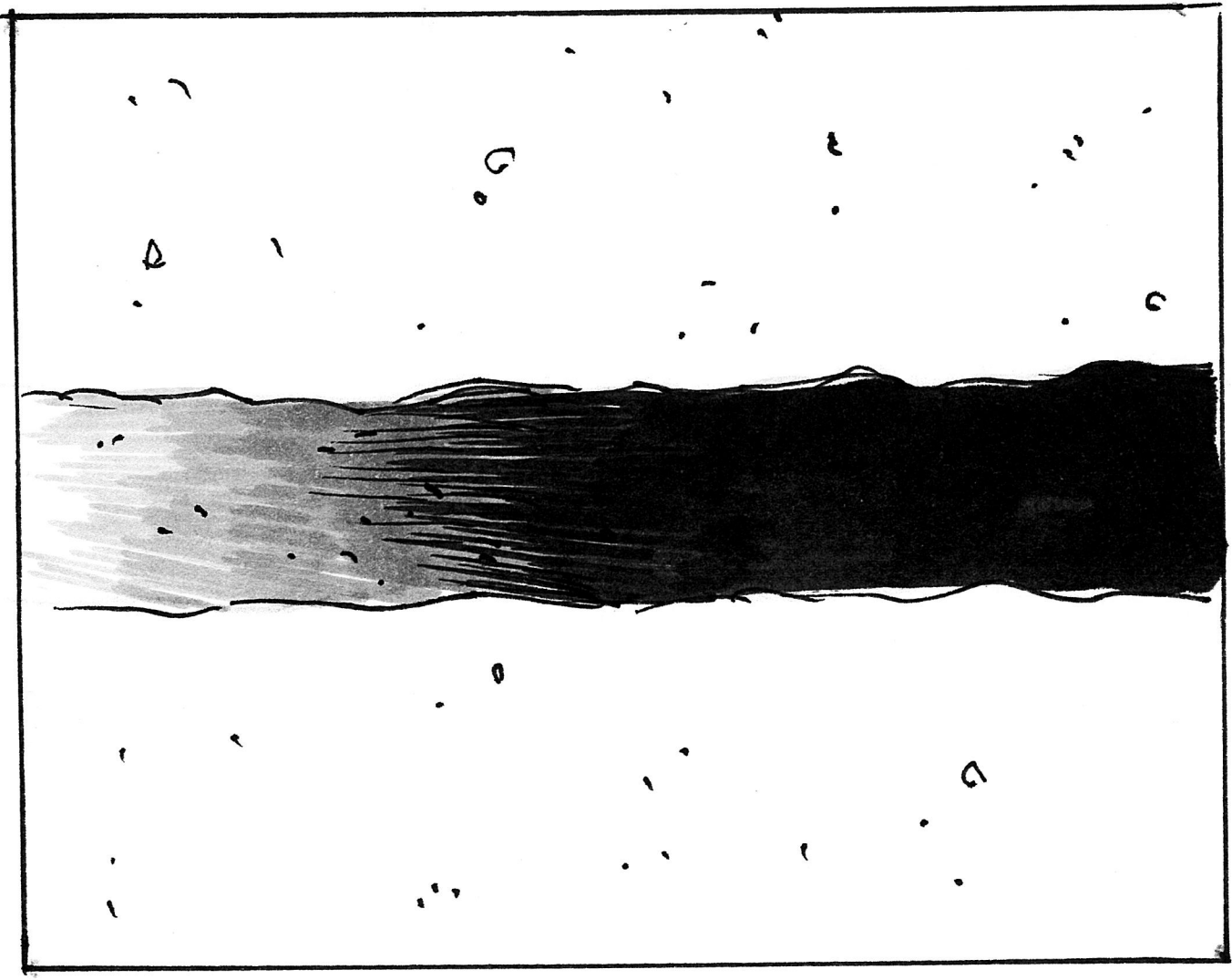


Sc. 191 Pnl. C



1025-193

Sc. 192 Pol. A



accelerate
towards
top

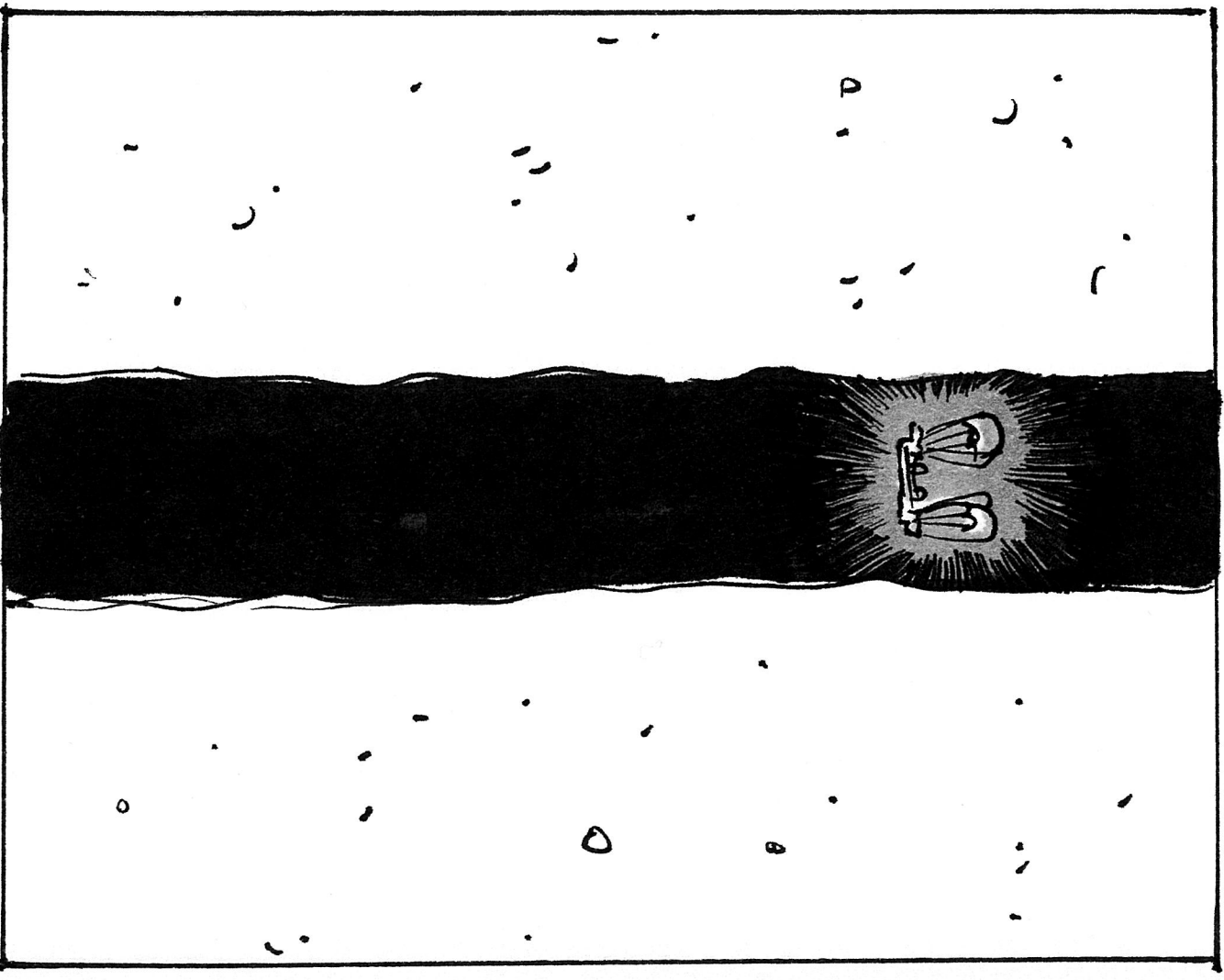


X
DISSOLVE
into this by.
Camera accelerates towards top.

Sc. 193

Pl. B

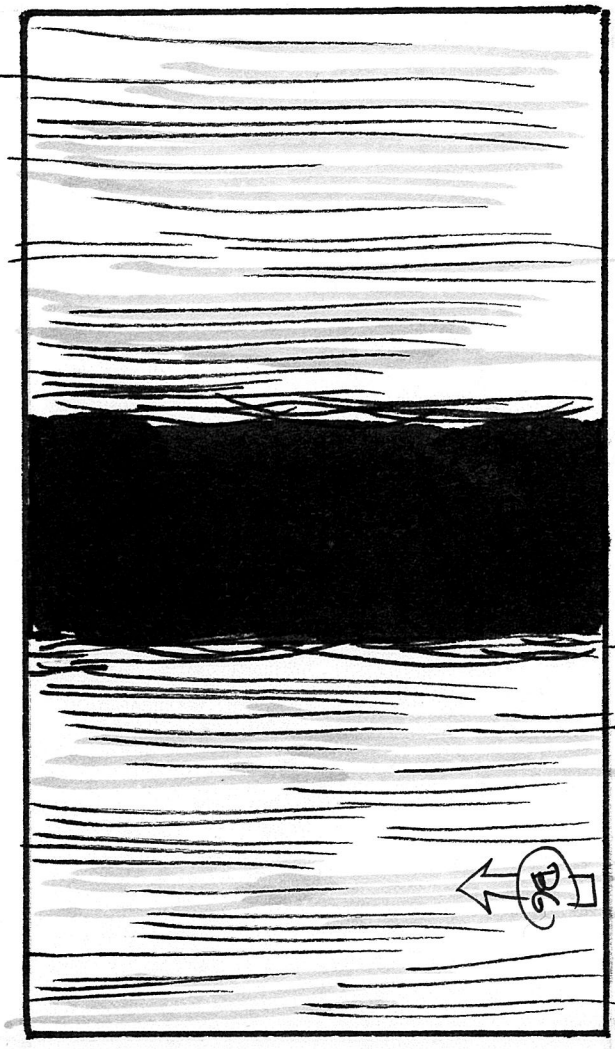
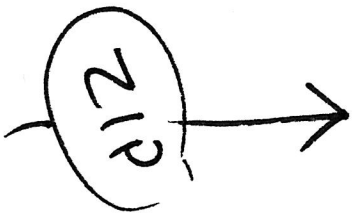
Decelecte
towards
top



DIALOGUE: (J.) Beatboxing
(barely audible)
(SEVEN) (freestyle)
Capital time /
forgotten like stars /
and nay-sayers /

Sc. 193

Pl. A



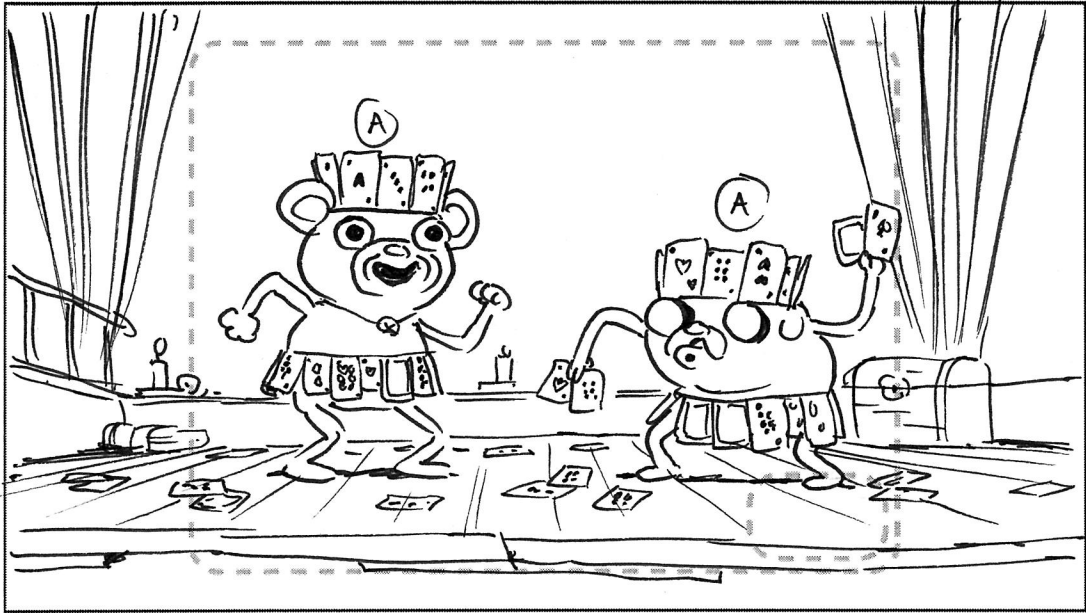
X dissolve into zip pan, then X dissolve into
Sc. 193, slowing to a stop.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 194 Pnl. A Bg. day night



crazy interest
accumulate
figures
bigger interest

capital time
forgotten like
stars
and naysayers

cards and barbs
warm scarves
livin' large
like walnuts
and tunnels

cats get funneled
to the hothouse

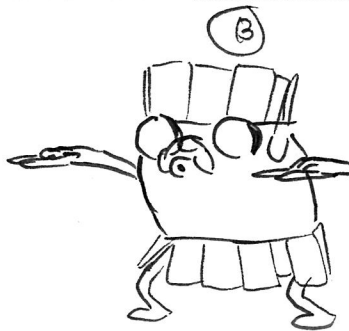
take your blouse off
ALT: take your socks off

freestyle
lyrics w/
extra verse
(I'll make
a demo
-Tom)

Dialog:

Action:

Timing:



JAKE: * BEAT BOXING *
SEVEN (continued freestyle:) cards and barbs /
warm scarves /

Both cycles :

A B C B A B C B etc.

-continuous movement
through B poses.

EPISODE #

Production :

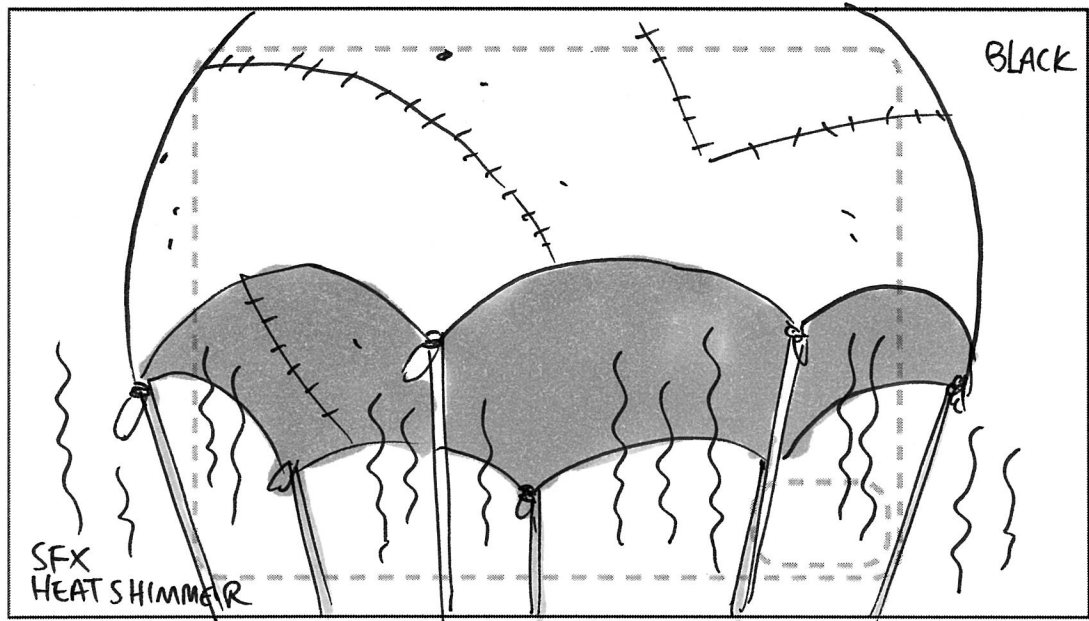
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

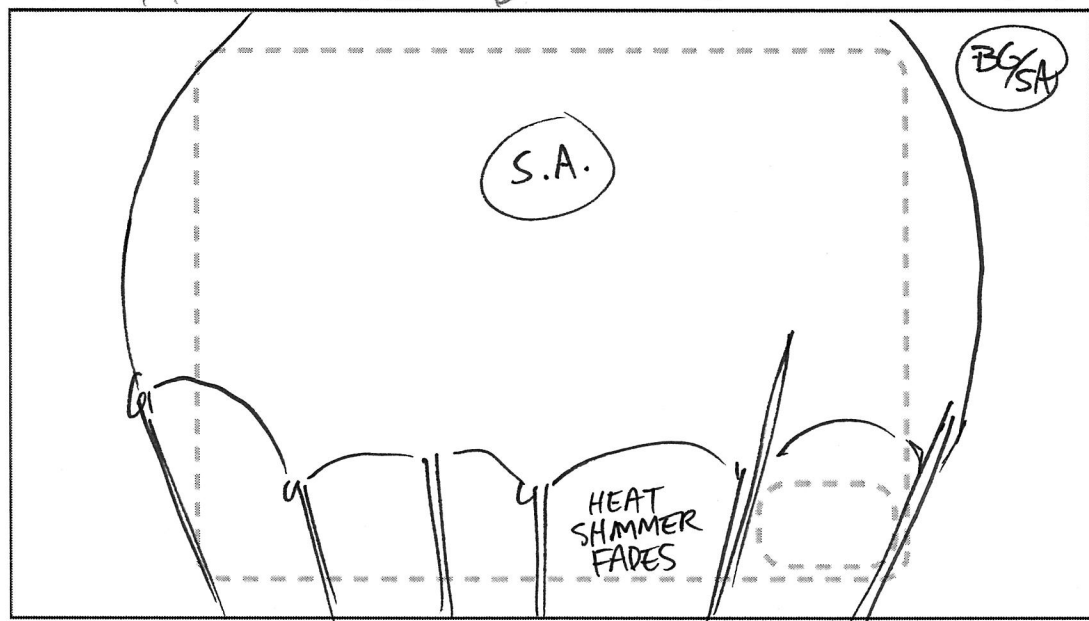
ADVENTURE TIME



Sc. 195 Pnl. A Bg. day night



Sc. 195 Pnl. B Bg. day night



Dialog:	(SEVEN)(OS) Livin' large/ like walnuts/ and tunnels/	(SEVEN)(US)(cont.) → cats get funneled/
Action:	- SFX heat shimmer dissipates, causing parachute to start sinking like a hot-air balloon.	
Timing:		

EPISODE #

Production :

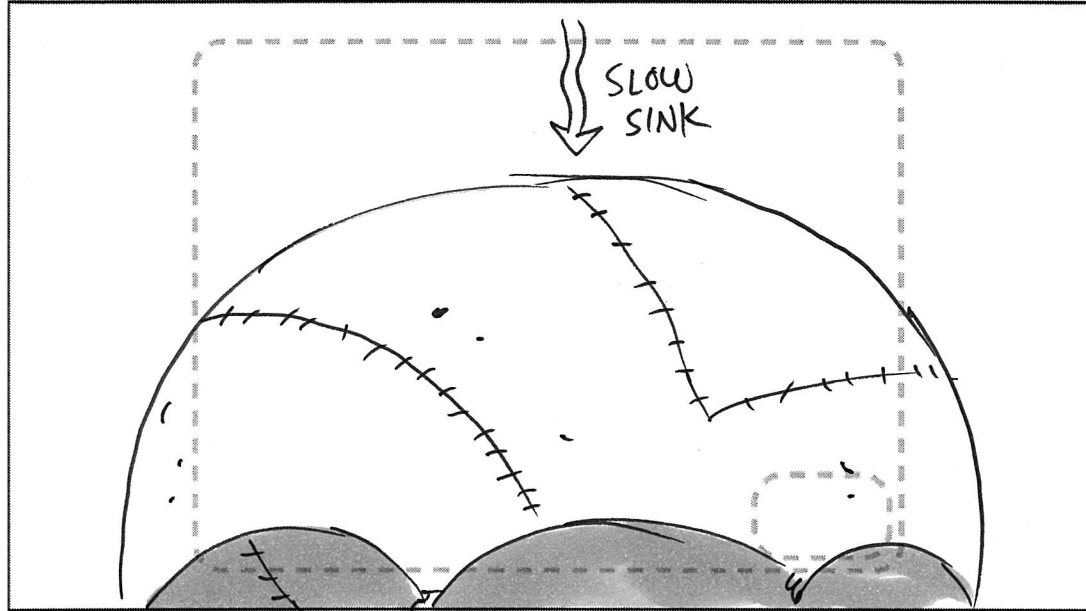
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

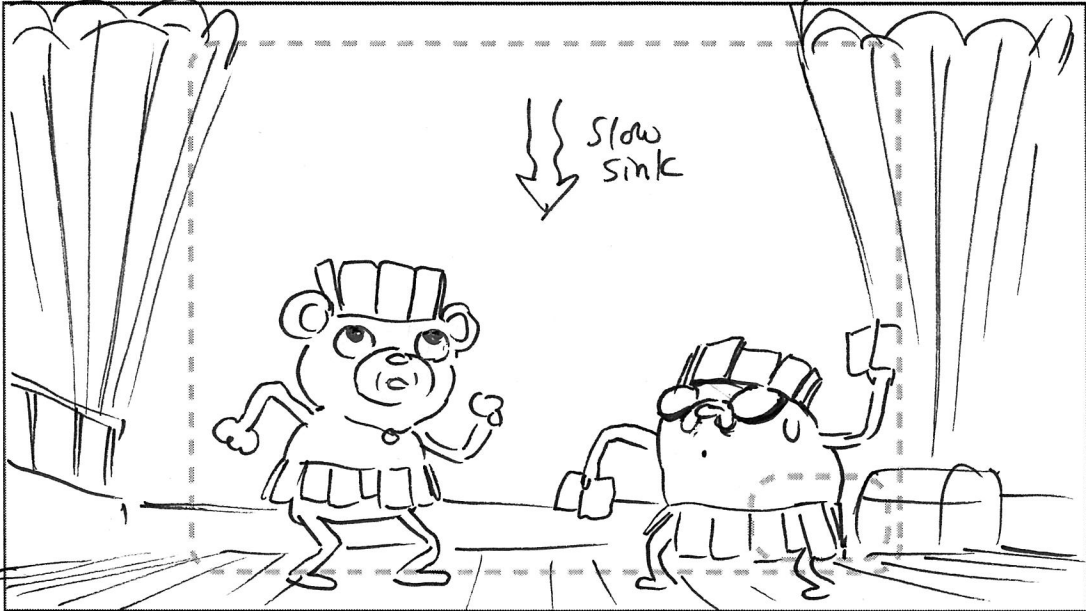
ADVENTURE TIME



Sc. 195 Pnl. C Bg. day night



Sc. 196 Pnl. A Bg. day night



Dialog: SEVEN (OS) (cont.) → to the hothouse / SEVEN: take ... your...
(notices sinking)

Action:

Timing:



EPISODE #

Production :

1025-193

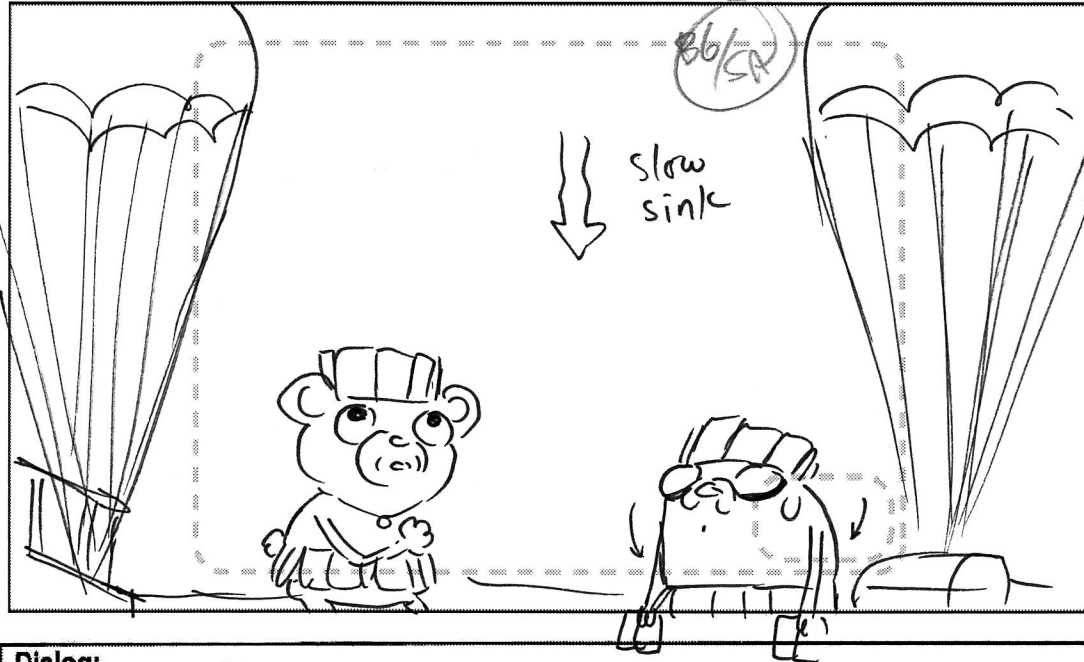
© 2019 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

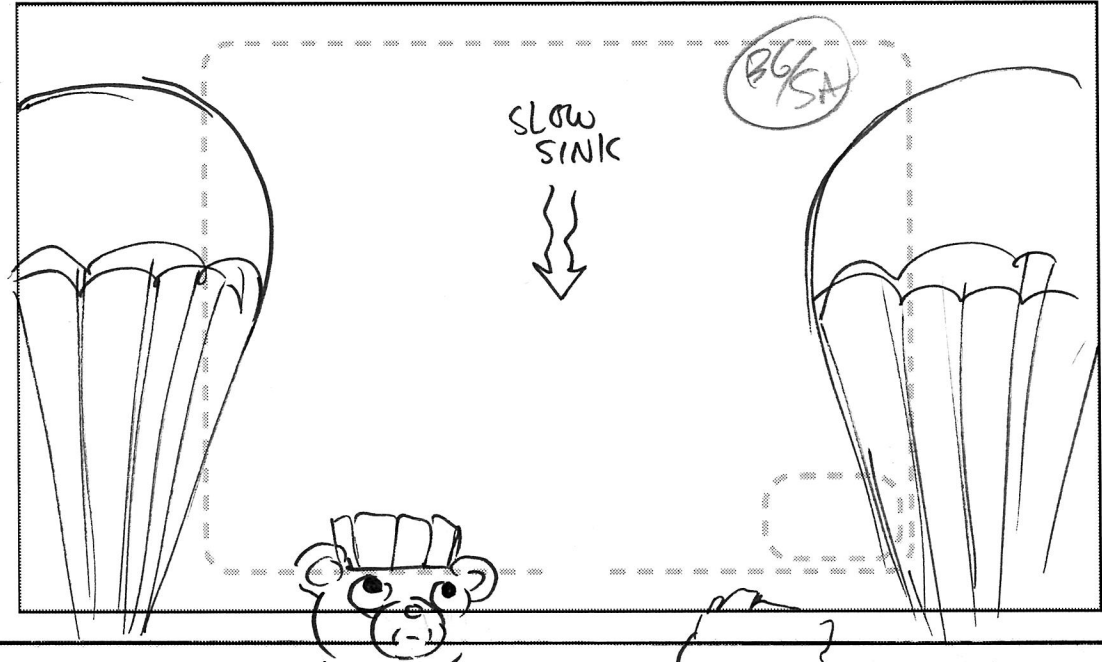


Page 235

Sc. 196 Pnl. B Bg. day night



Sc. 196 Pnl. C Bg. day night



Dialog:

SEVEN → ...house off...
ALT: ...socks off...

Action:

Timing:

EPISODE #

Production :

1025-193

day night



day night



(rising from inaudible to loud)

7: yyy y A A A A A A

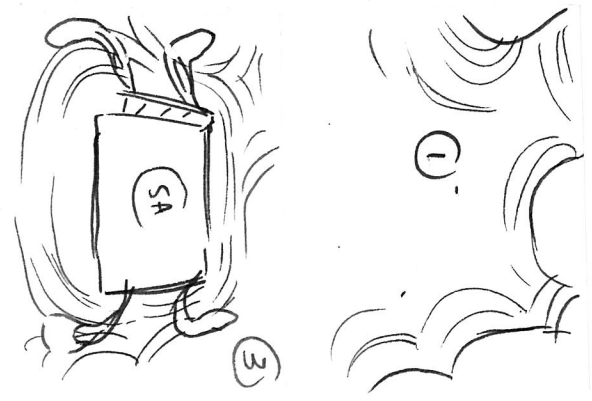
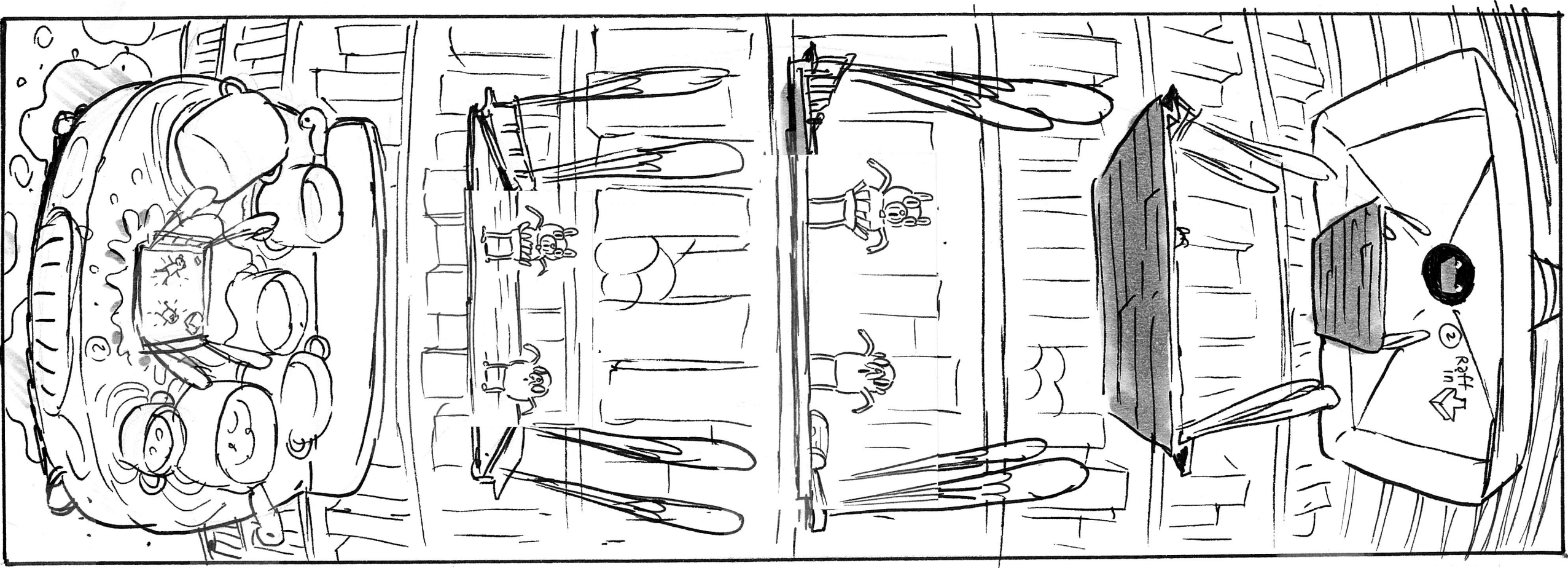
J:

Timing:

Production :

1025-193

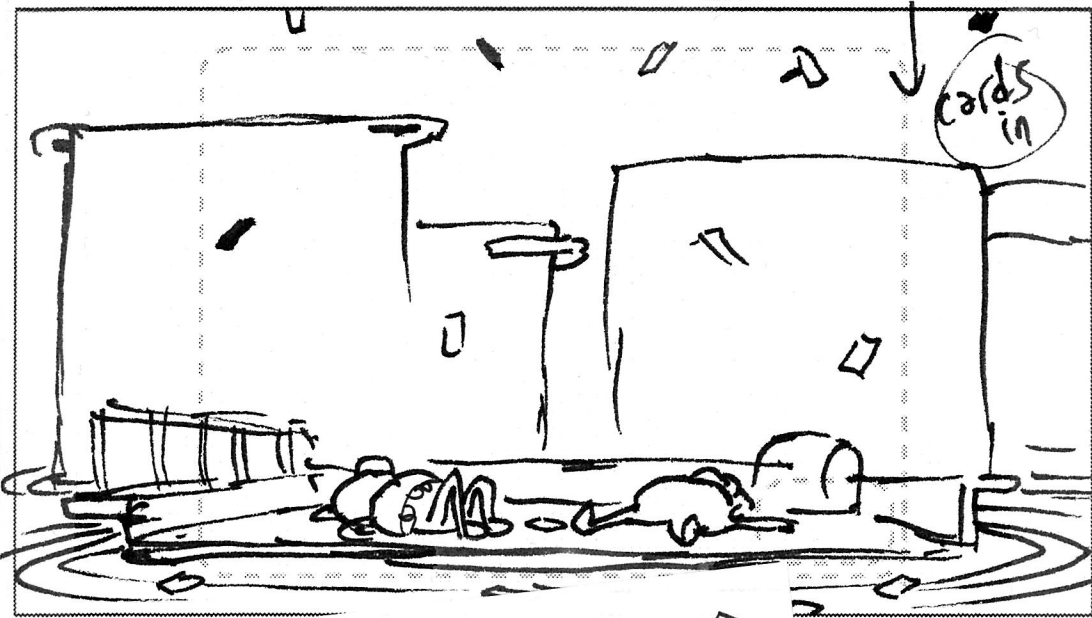
Sc. 197 Pnl. B 1925-19201



ADVENTURE TIME



Sc. 198 Pnl. Bg. day night



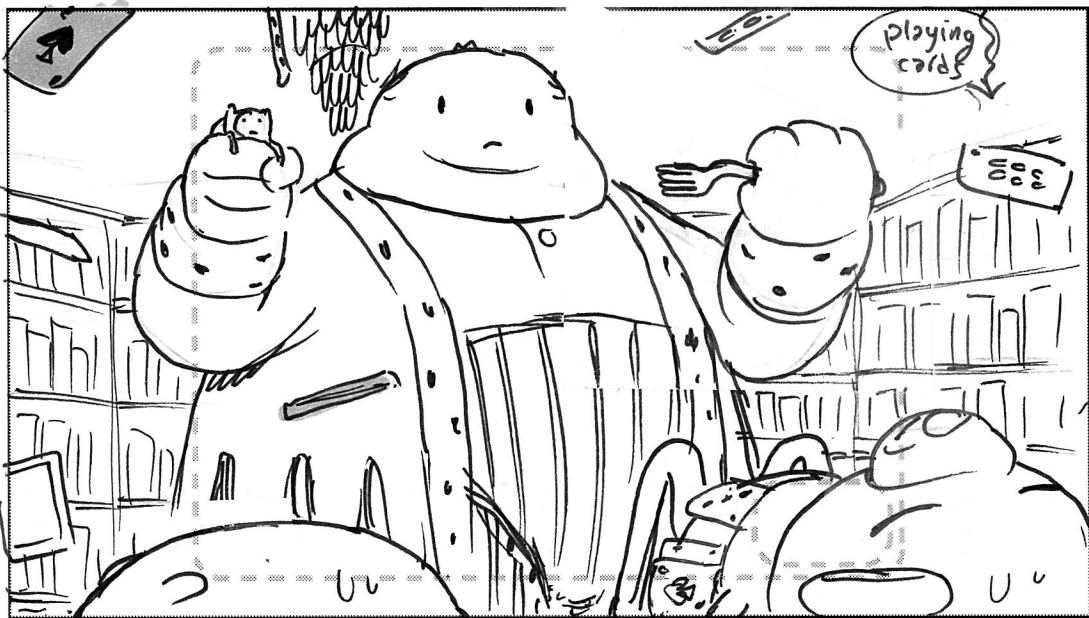
Dialog:

Action:

Timing:

DON'T THINK
WE NEED THIS
SHOT ANYMORE,
BUT HERE IT IS
JUST IN CASE

Sc. 198 Pnl. 4 Bg. day night



- playing cards flutter down

EPISODE #

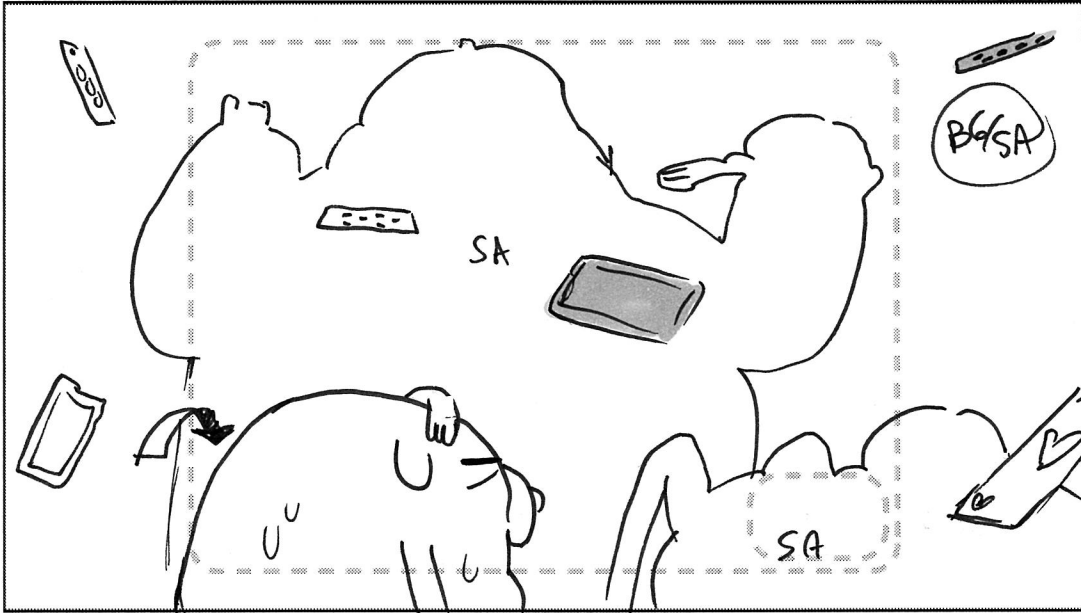
Production :

1025-193

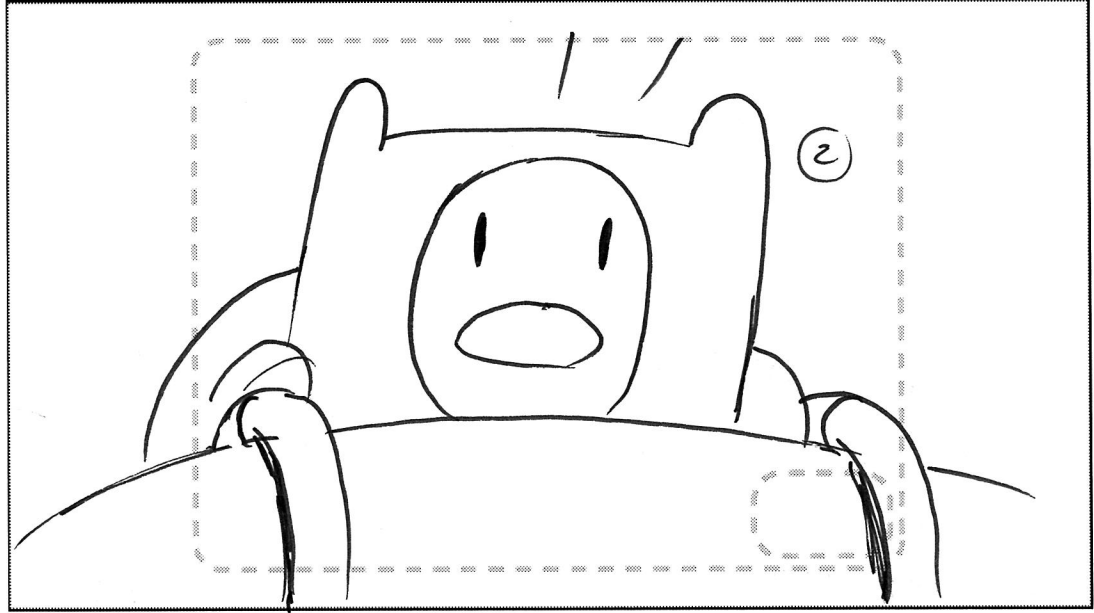
ADVENTURE TIME



Sc. 198 Pnl. B Bg. day night



Sc. 199 Pnl. A Bg. day night

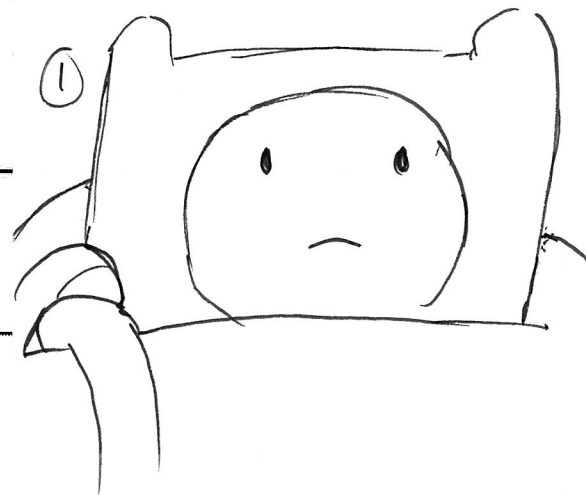


Dialog: (J:) * ungh... *

(F:) JAKE!

Action:

Timing:



EPISODE #

Production :

ADVENTURE TIME



240



Page _____

Sc. 200 Pnl. A Bg. day night



Sc. 200 Pnl. B Bg. day night



Dialog	<p>① +  card in</p> <p>② + </p> <p>③: uhnn...</p>
Action	
Timin	

EPISODE # 1025-193
Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.



Sc. 200 Pnl. C Bg. day night



Sc. 200 Pnl. D Bg. day night



Dialog:

(J) Oh! Heg
Finn

Action:

Timing:

- Who's your
new friend?

EPISODE #

Production :

1025-193

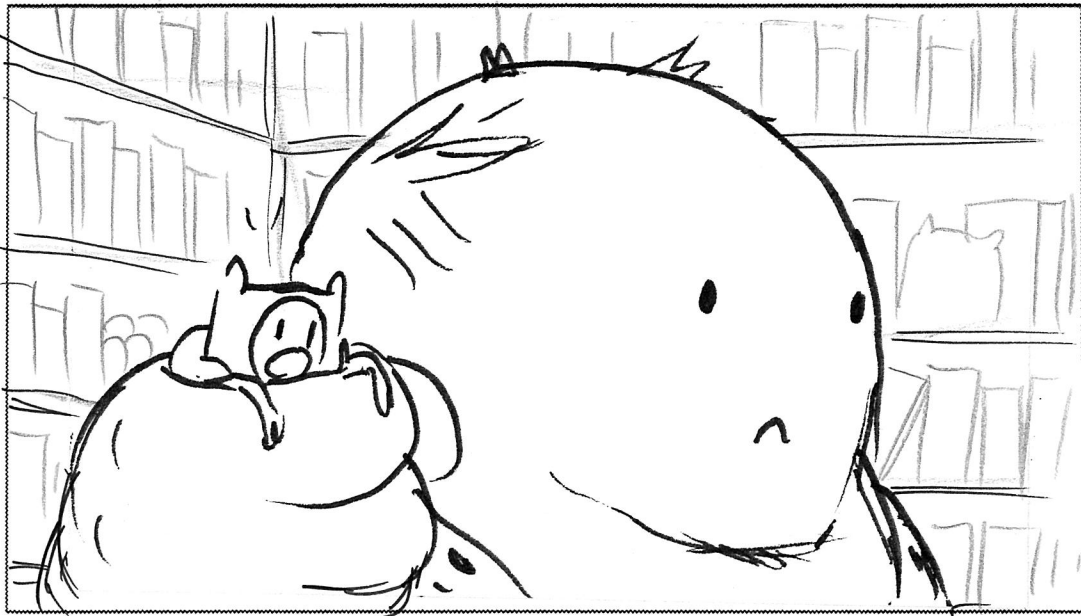
ADVENTURE TIME



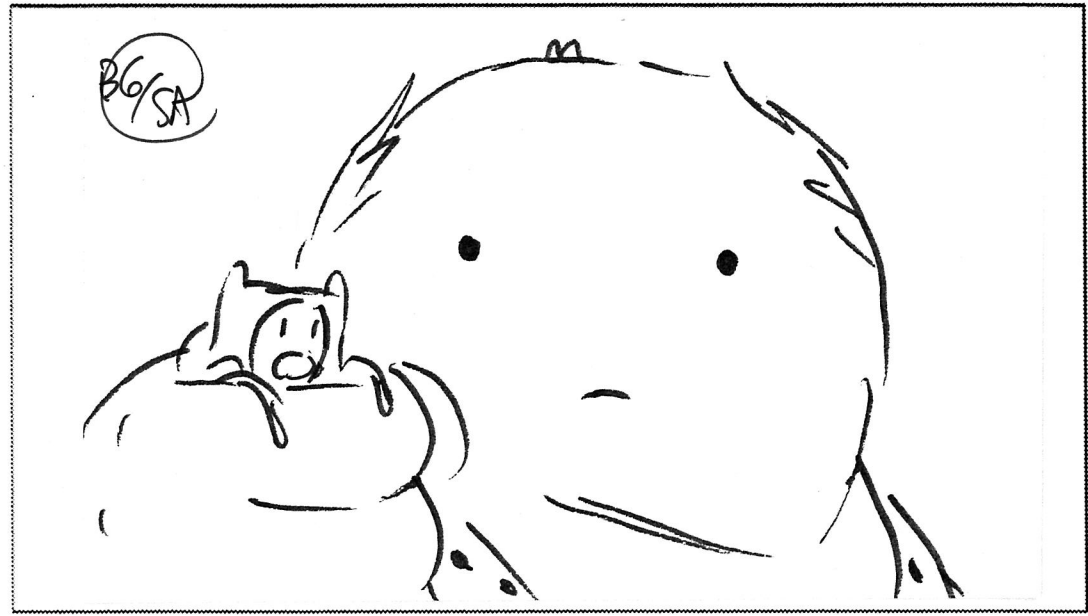
242

Page _____

Sc. 201 Pnl. A Bg. day night



Sc. 201 Pnl. B Bg. day night



Dialog:	(F) He's not my friend, he's bad! He kidnapped →
Action:	
Timing:	

EPISODE #

1025-193

Production :

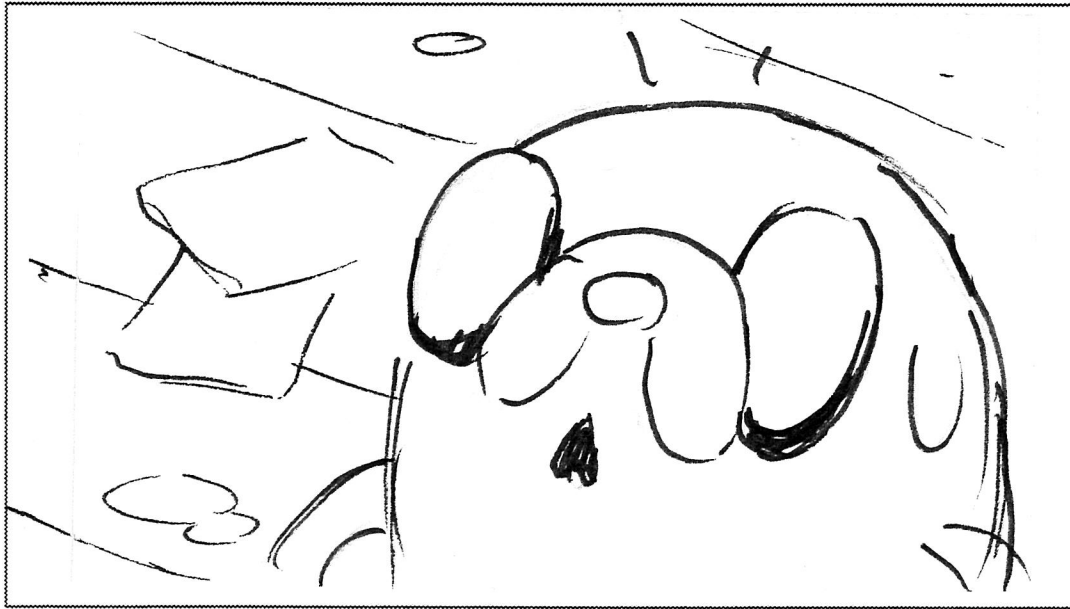
© 2000 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be used or transferred.

ADVENTURE TIME



Page 243

Sc. 202 Pnl. A Bg. day night



Sc. 202 Pnl. B Bg. day night



Dialog:

(F:) the heck
outta me!

ALT: the stuffin'
outta me!

Action:

(J:) *GASP*

Timing:

(J) why you ^{interrupted here} son of a...
(interrupted)

EPISODE #

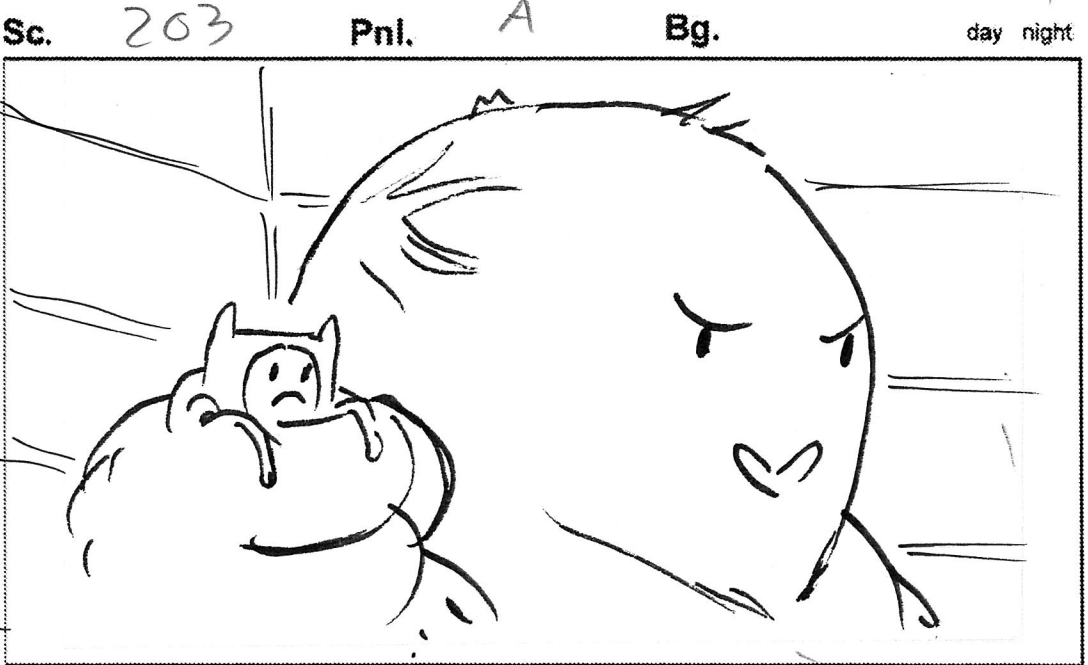
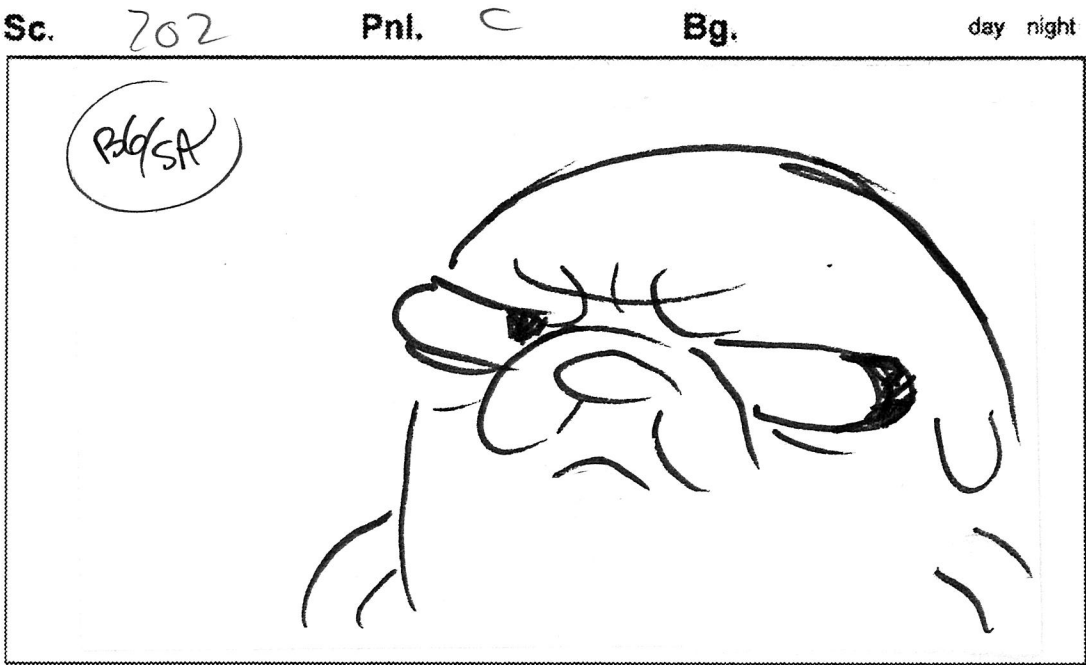
Production :

1025-193

ADVENTURE TIME



Page 244



Dialog:	(KH) *p fff*!	(KH) Whadda
Action:		you gonna do
Timing:		about it? -

1025-193

EPISODE #

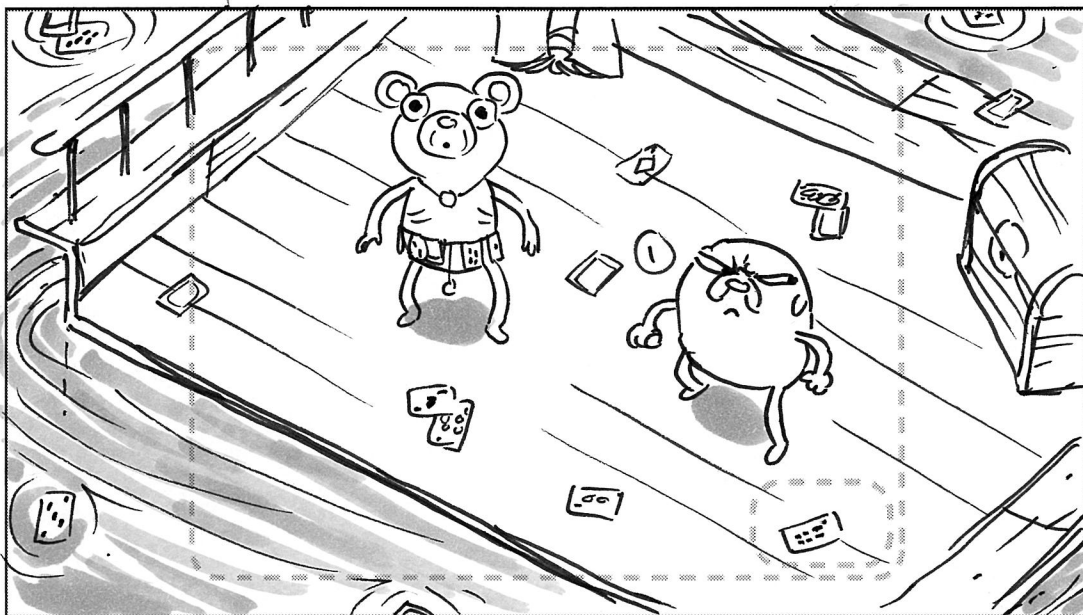
Production :

ADVENTURE TIME

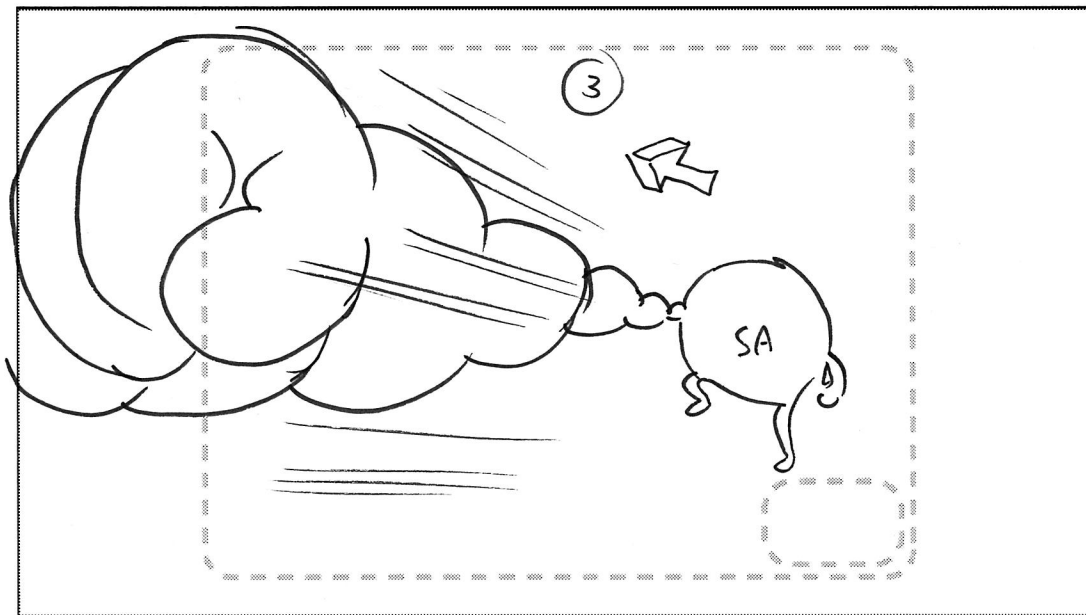


Page 245

Sc. 204 Pnl. A Bg. day night



Sc. 204 Pnl. B Bg. day night



Dialog:

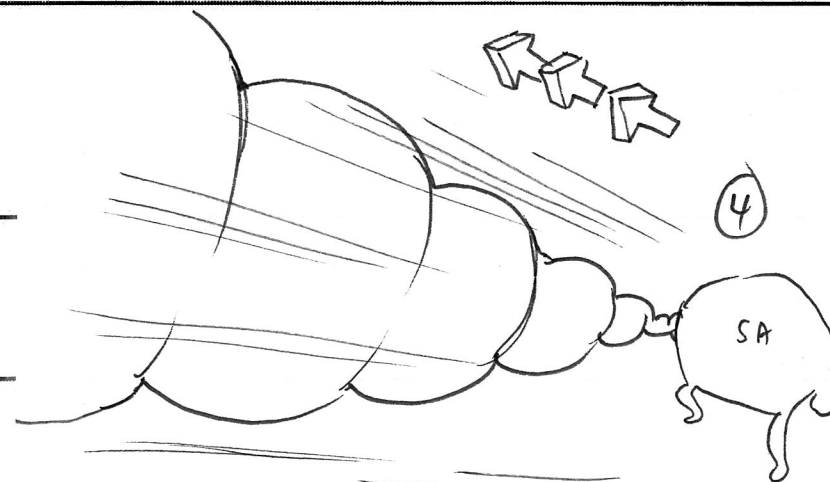
(KH:OS) Maybe I'll go ahead and kidnap you →

Action:

- Jake punches very suddenly/abruptly little-to-no antic.

Timing:

- move through pose ② in one fast continuous motion.



- punch doesn't stop extruding, extends continuously/infinately

EPISODE #

Production :

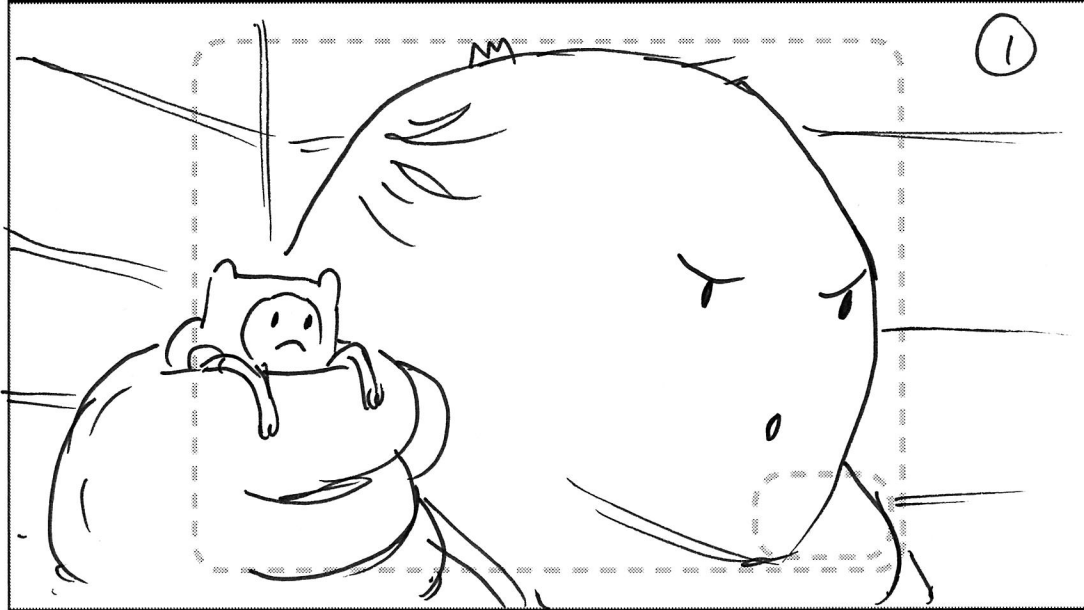
1025-193

ADVENTURE TIME

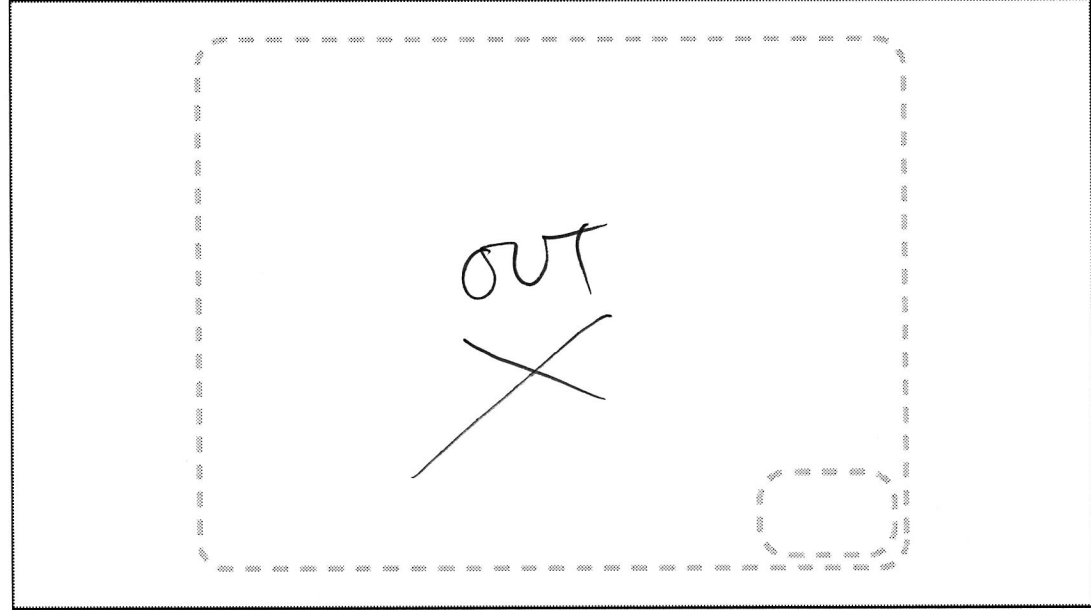


Page 246

Sc. 205 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

KH too--

Action:

Timing:

EPISODE #

Production :

1025-193

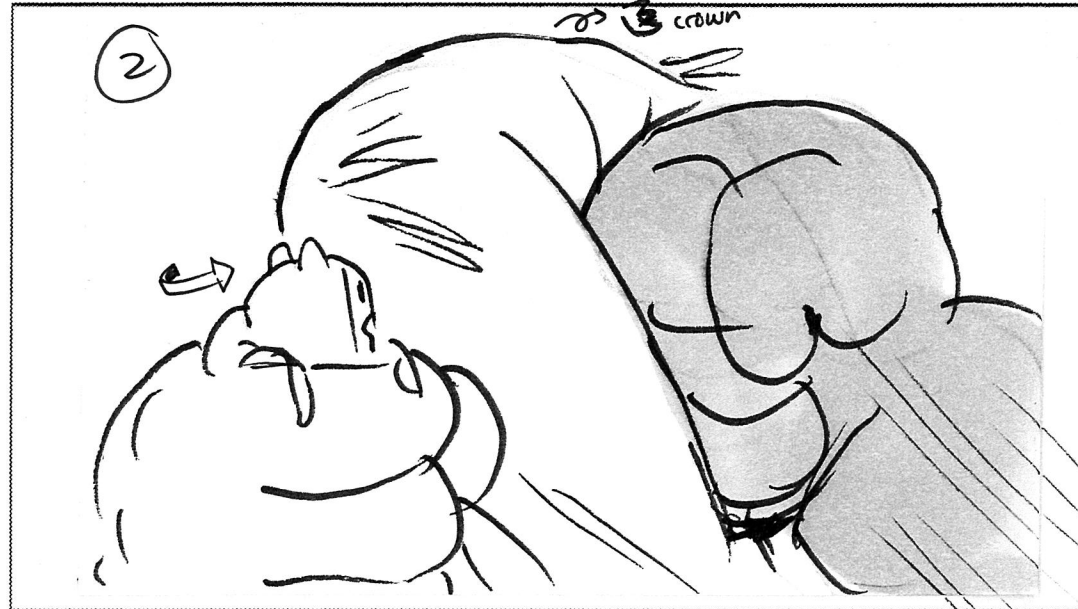
ADVENTURE TIME



247

Page _____

Sc. 205 Pnl. B Bg. day night



Sc. 205 Pnl. C Bg. day night



Dialog: SFX: *_PUNCH* (should overlap King's "Too")

Action: Fist slows almost to a stop when it hits the friction of the King's face.

Timing:

moves
- Fist slowly as it slides squeakily across King Huge's face

EPISODE #

1025-193

Production :



Sc. 205 Pnl. D Bg. day night



Sc. 205 Pnl. E Bg. day night



Dialog:

Action:

Timing:



① Once the slowed hand passes the king's face, it resumes its speed.

② KING'S TORSO is flung back 1st, while his hand remains in place.



Hand speeds up to catch up to falling body

EPISODE #

1025-193

Production :

ADVENTURE TIME



249

Page _____

Sc. 206 Pnl. A Bg. day night



Sc. 206 Pnl. B Bg. day night



Dialog:

(F:) Ho ho ho hoho!

(F:) Whooo!

Action: - Ear flaps flap very fast - almost flickering/strobing

Timing:

EPISODE #

1025-193

Production :



Sc. 206

Pnl. C

Bg.

day night

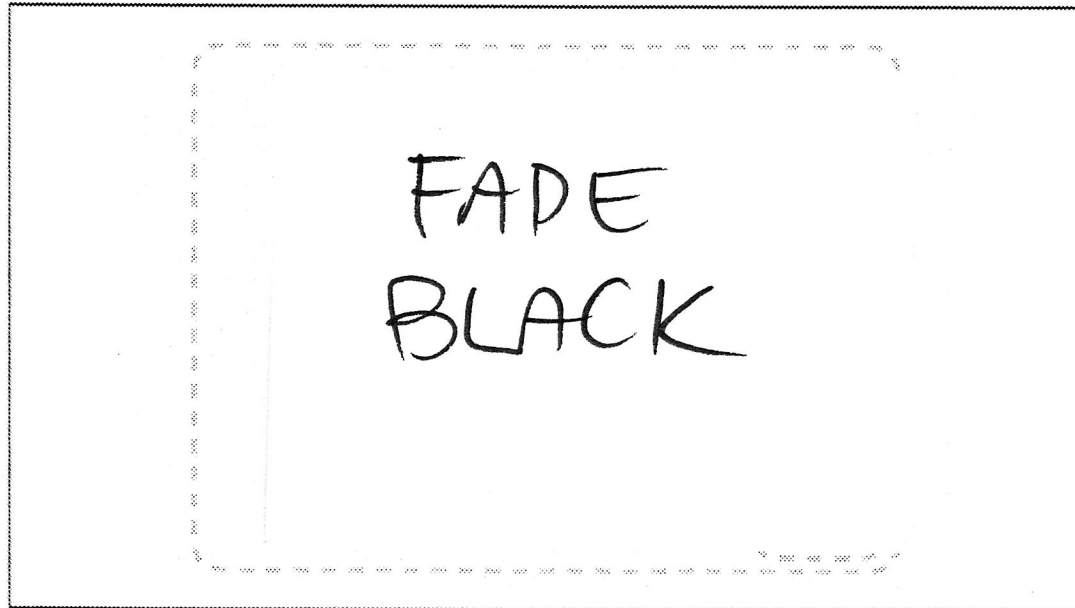


Sc.

Pnl.

Bg.

day night



Dialog:

(F:) oha heh heh he L heh ...

Action:

Timing:

EPISODE #

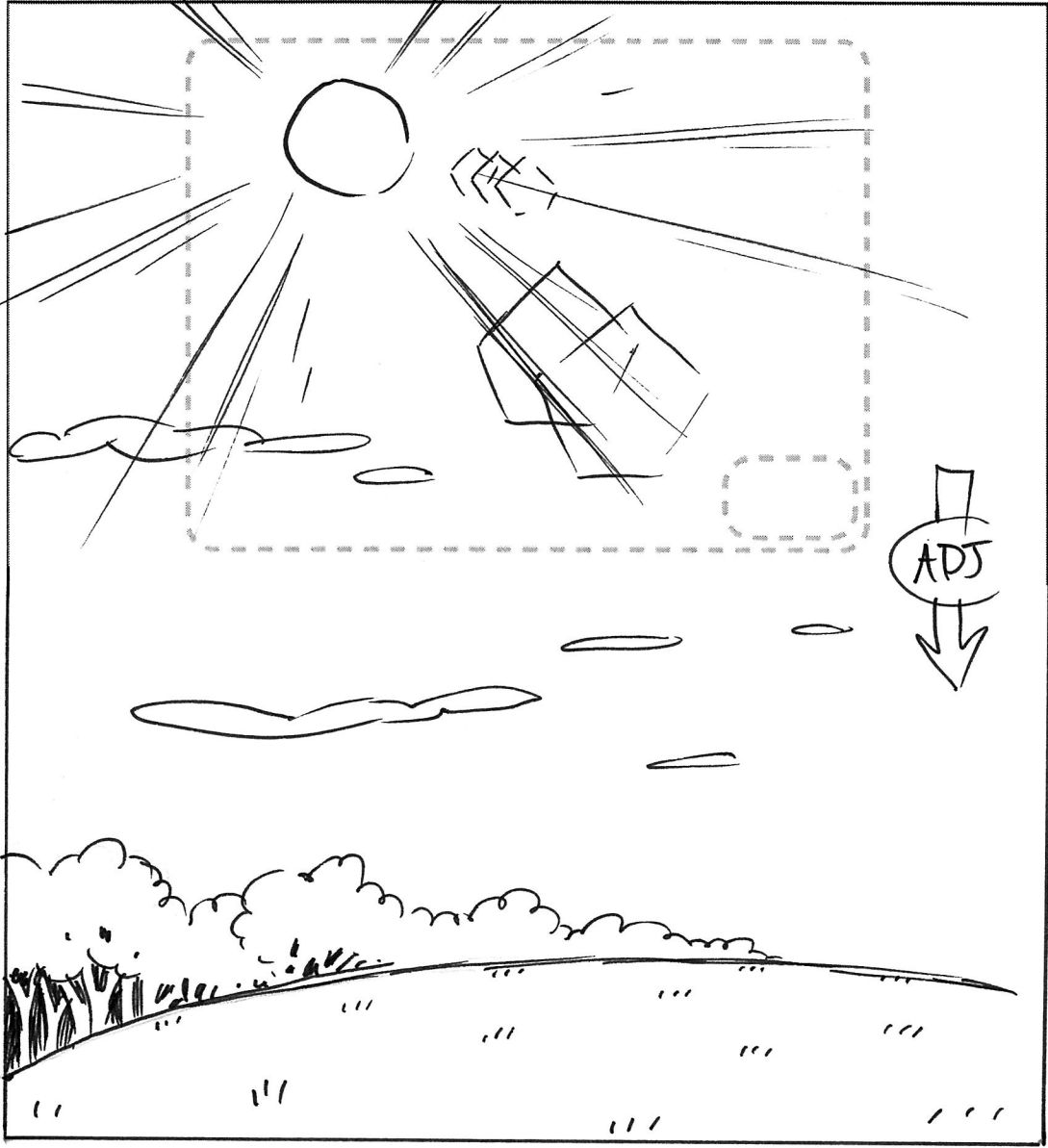
1025-193

Production :

ADVENTURE TIME



Sc. 207 Pnl. A Bg. day night



Dialog:
Action:
Timing:

Production : EPISODE #

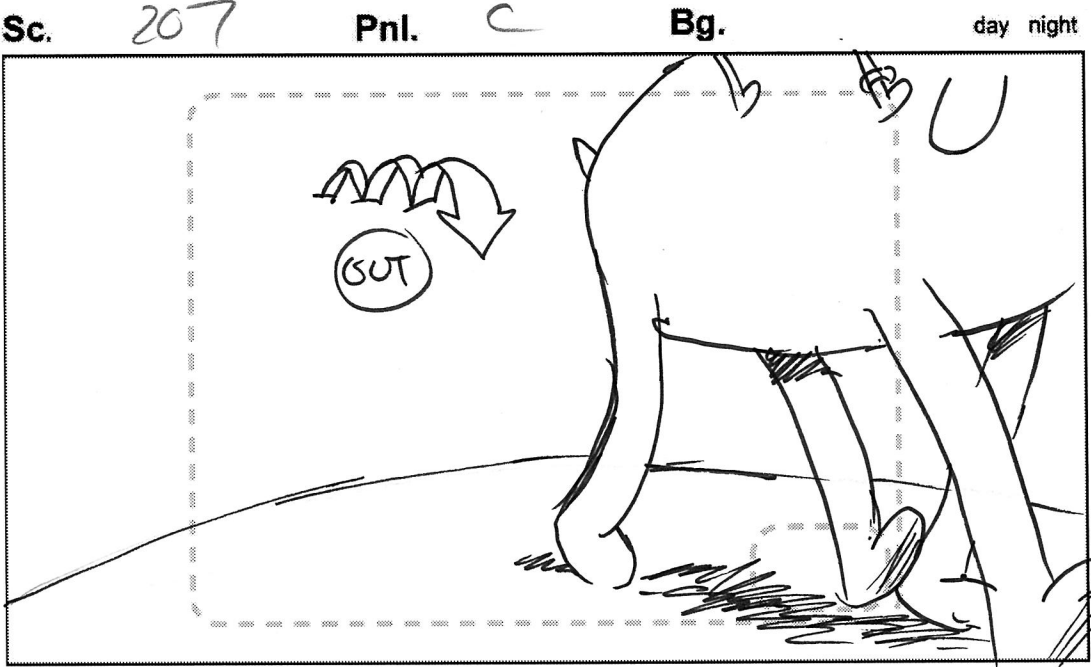
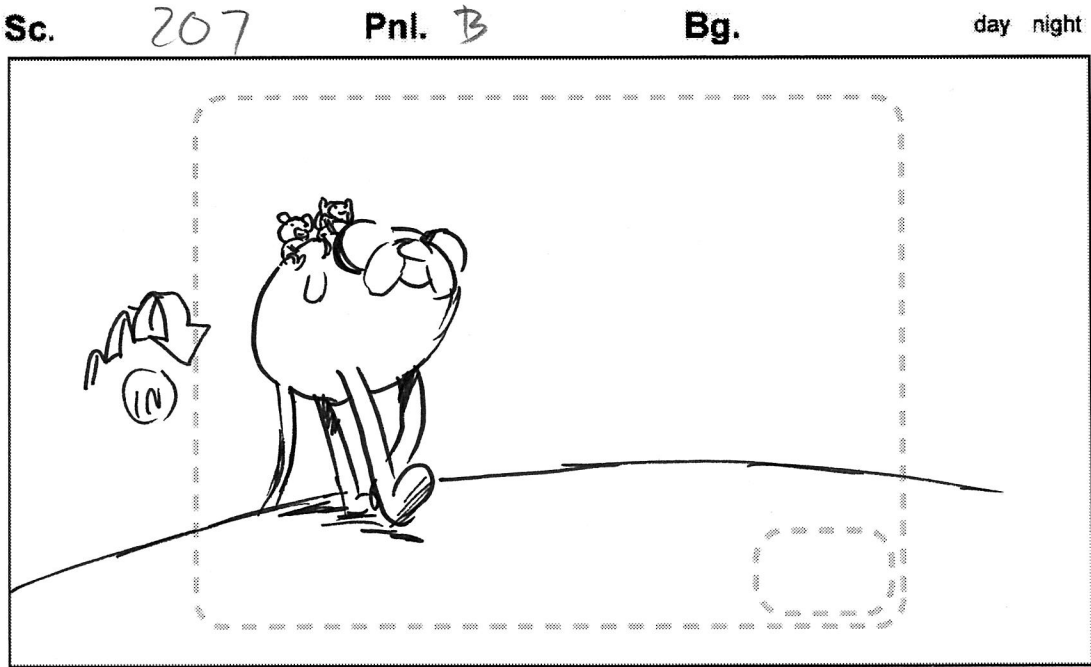
1025-193

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 252



Dialog:

Action:

Timing:

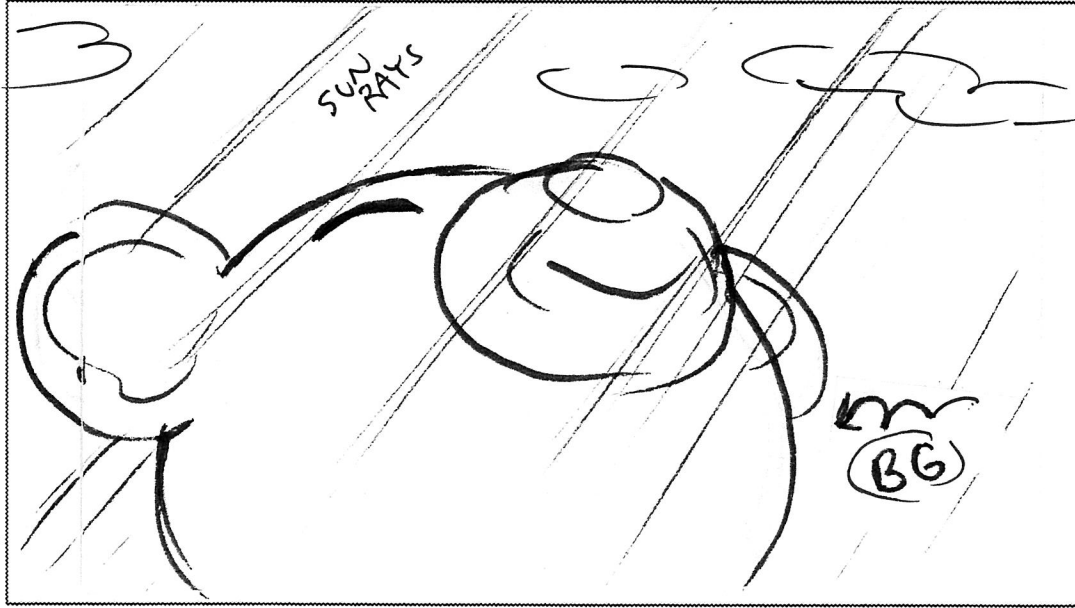
EPISODE #

Production :

1025-193



Sc. 208 Pnl. A Bg. day night



Sc. 208 Pnl. B Bg. day night



Dialog:

(7:) ohh...

Action:

- Seven basks in sun rays.

Timing:

EPISODE #

Production :

1025-193

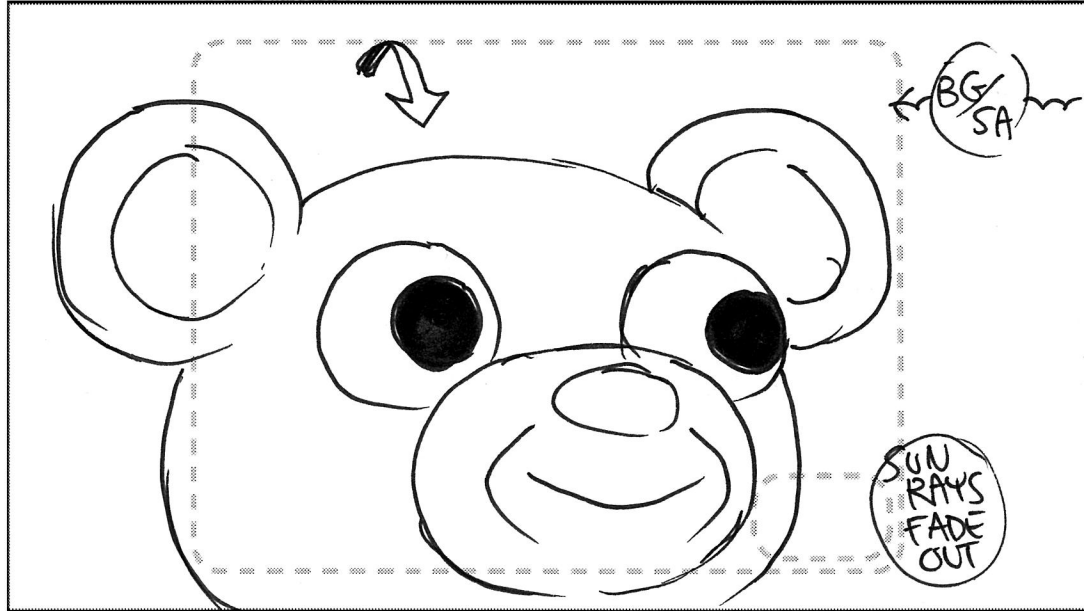
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

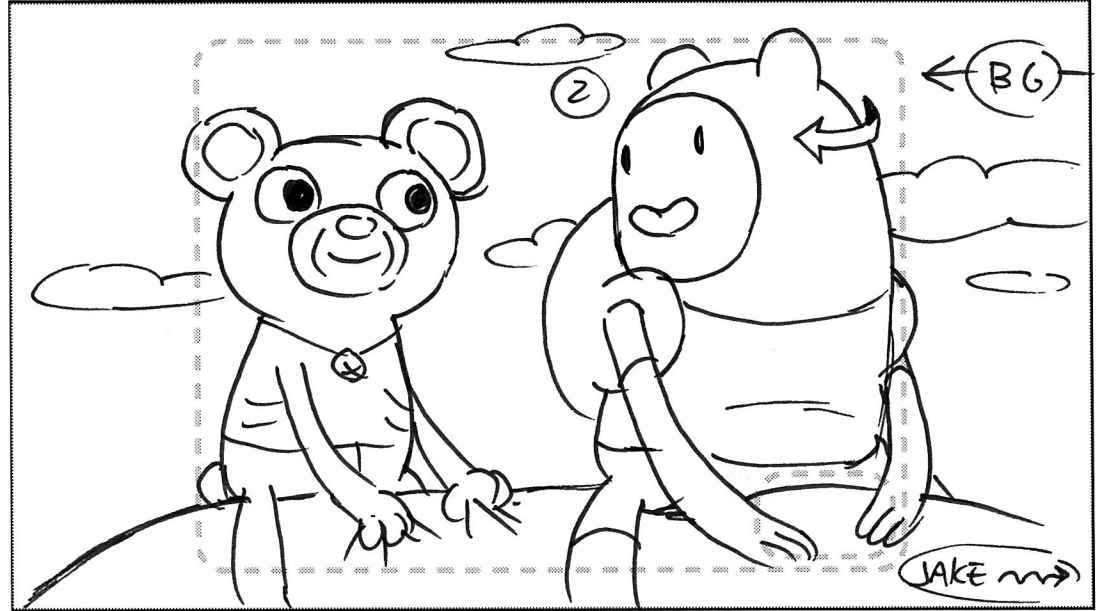


Page 254

Sc. 208 Pnl. C Bg. day night



Sc. 209 Pnl. A Bg. day night



Dialog: (FINN) (OS) Hey, Seven, →

(F:) → hey now that you're outta that hole, →

Action:

Timing:



EPISODE #

Production :

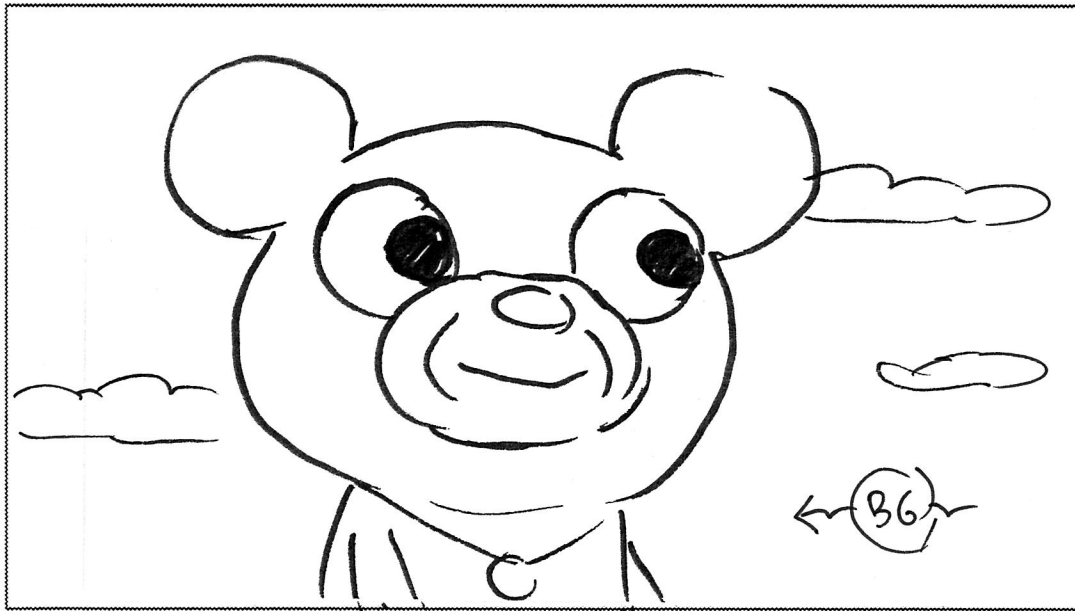
1025-193

ADVENTURE TIME

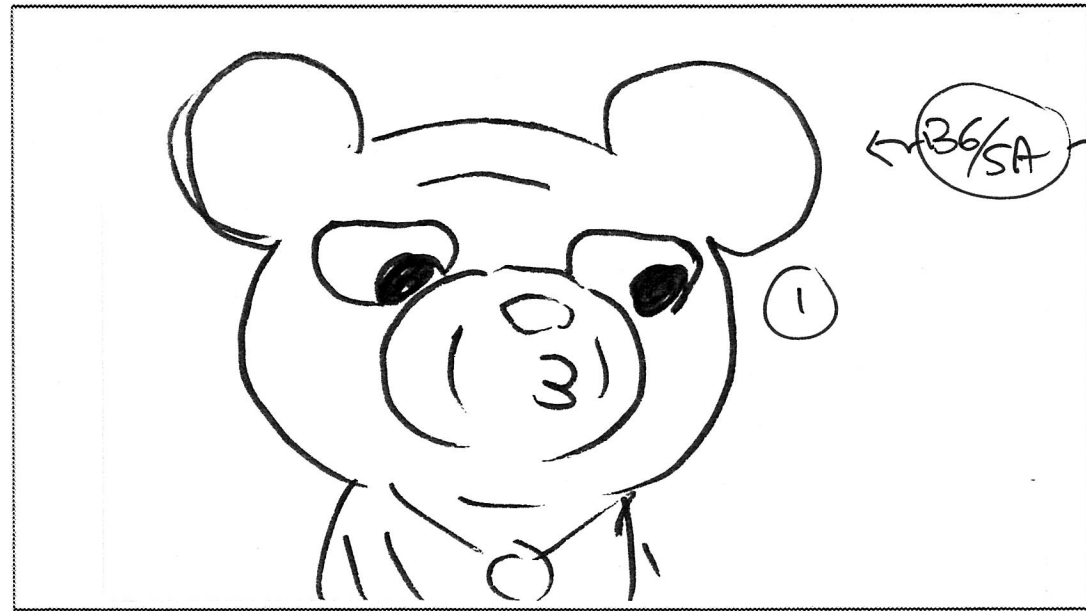


Page 255

Sc. 210 Pnl. A Bg. day night



Sc. 210 Pnl. B Bg. day night



Dialog:

(FOS) → what's
the first thing
you wanna do?

Action:

Timing:

(7:) hmmm...



EPISODE #

Production :

1025-193

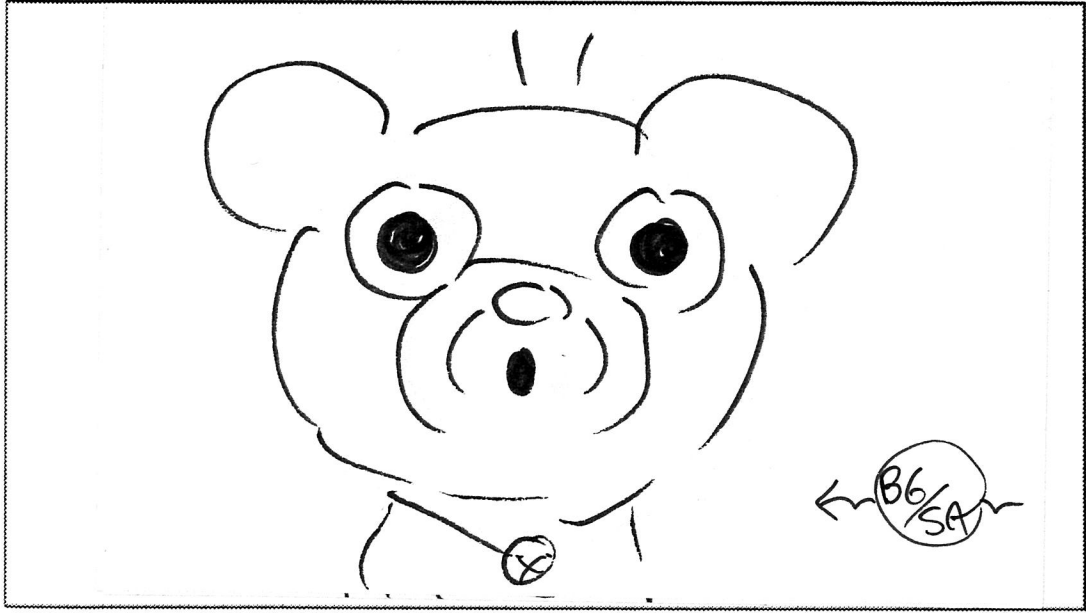
ADVENTURE TIME



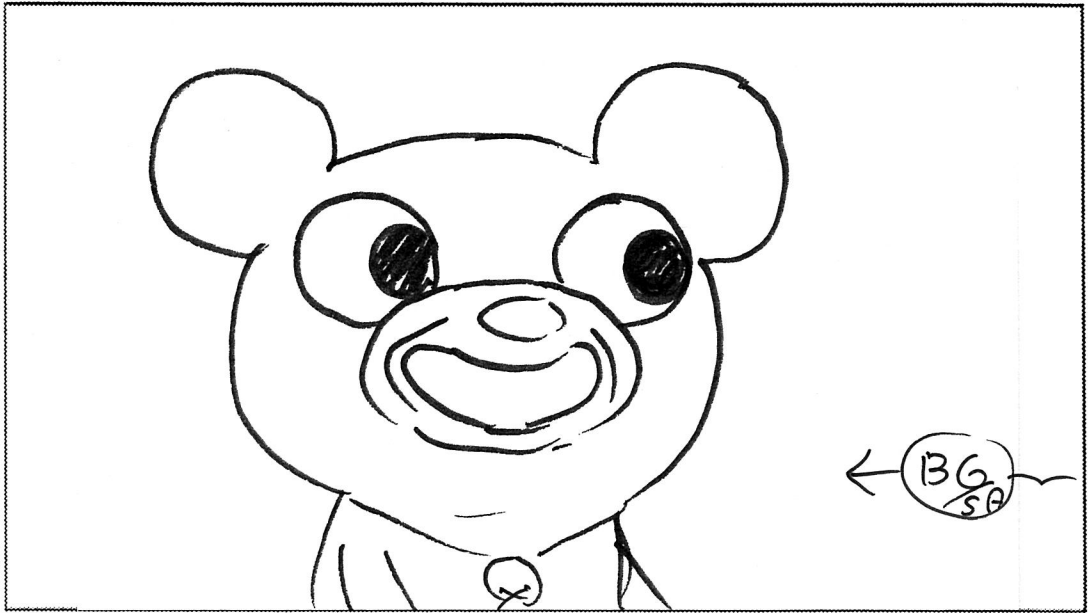
256

Page _____

Sc. 210 Pnl. C Bg. day night



Sc. 210 Pnl. D Bg. day night



Dialog:	(7) oh!
Action:	
Timing:	

(7) ^① I want a giant flippin' hot dog.	
^② MM!	

EPISODE #

Production :

1025-193

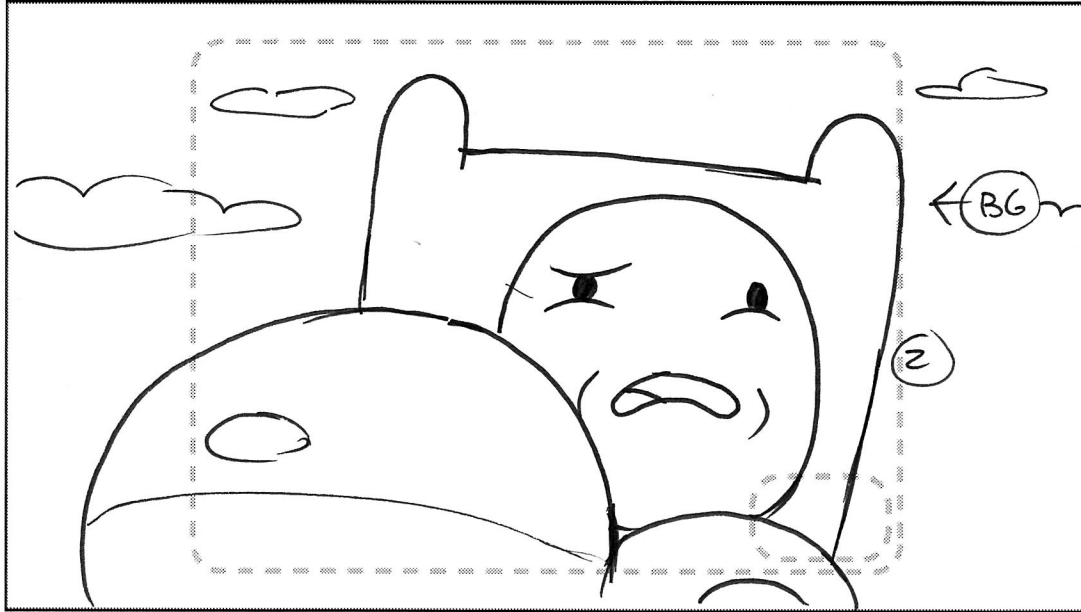
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

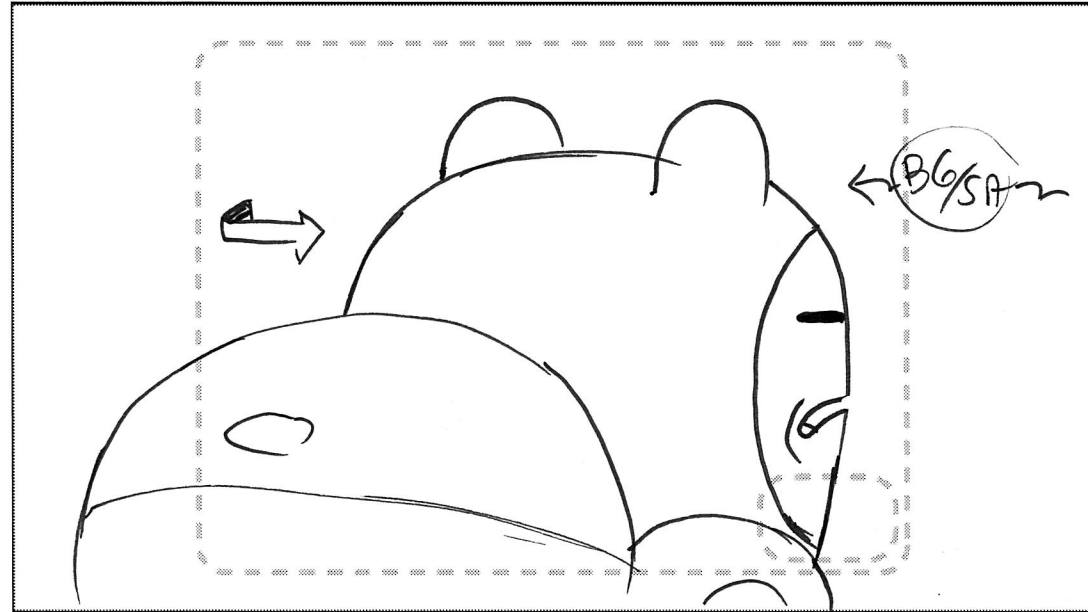


Page 257

Sc. 211 Pnl. A Bg. day night

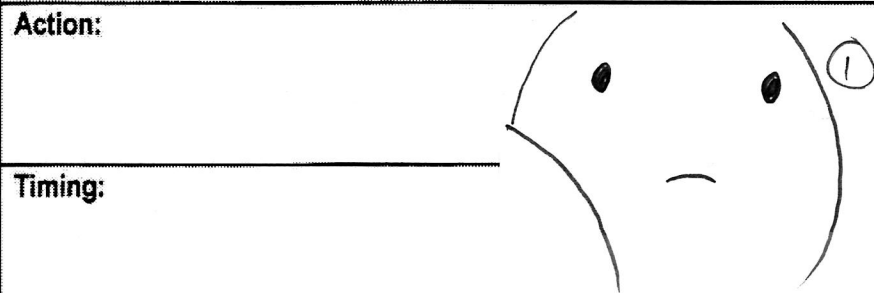


Sc. 211 Pnl. B Bg. day night



Dialog: (F:) uhh...

(F:) Don't you know those are made with like, the grossest junk and bugs and stuff?



EPISODE #

Production :

1025-193

ADVENTURE TIME



258

Page _____

Sc. 212 Pnl. A Bg. day night

Sc. 212 Pnl. B Bg. day night

Dialog:

- BEAT -

Action:

Timing:

⑦ mm, I don't
give a
TOUT!

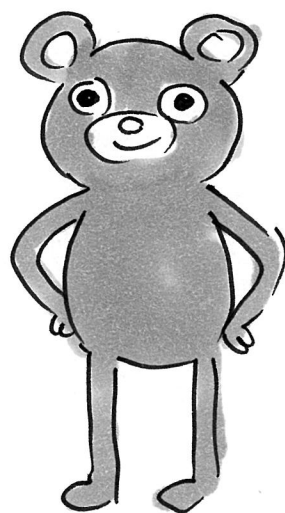
★ END ★

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

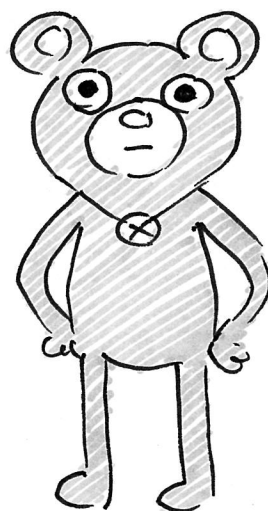
EPISODE # 1025-193

Production :

SEVEN'S AGE RANGE



AGE (A)



AGE (B)



AGE (C)

- Fur gets lighter
- skinnier
- more bells

YOUNG - - - - - OLD

SC. 96-105

SC. 108
109
113

All other
scenes